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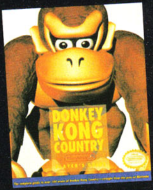

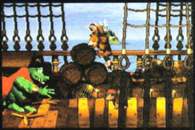

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NEW WAYS TO GET GAME PLAY HELP!!

The Expanding World of Nintendo Game Play Counseling

Becuase of the popularity and growth of Nintendo Game Play Counseling, it has been very difficult at times to get through to a GPC. In response, changes are being made to the service that will allow callers to get game play information much more easily. The most commonly asked game play questions will now be handled by a 24-hour Voice Response Unit. Live GPC help for callers with other complicated and detailed questions can be obtained on a new 900 number.

1-900-288-0707 (U.S.)
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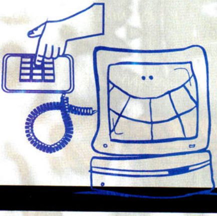
(95 cents per minute U.S./$1.25 in Canada)
Callers under 18 must request permission to call from whoever pays the bill.
4am-12 Midnight Monday- Saturday (Pacific Time) 6am-7pm Sunday

Beginning March 1, you can call our new 900 number to talk to a Nintendo Game Play Counselor and learn all of the secret tips and strategies that you need to help you through your favorite Nintendo games! Where else are you going to find crucial information on over 1500 Super NES, Game Boy and NES games? Nowhere else!

persoN to persoN



1-206-885-7529

Long distance charges may apply. Be sure to get permission from whoever pays the bill.
24 Hours a Day

Also on March 1, the pre-existing Game Play Counseling line will be supported solely by Nintendo's new Voice Response Unit. The VRU operates 24 hours a day and features highly-detailed, pre-recorded messages that guide you through amazing RPGs like Final Fantasy III and Illusion of Gaia. Blockbuster action titles like Donkey Kong Country and Super Metroid are also covered in detail.

the all new VRU

As always, look to Nintendo Power and Nintendo Player's Guides for the most in- depth printed coverage of all the newest and hottest games! NP has all the inside information. For example, the Final Fantasy III and Donkey Kong Country Player's Guides were printed even before the games were released. You can't get much more on the inside than that!

MORE ANNOUNCEMENTS TO FOLLOW....

STAY TUNED!

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FEBRUARY 1995

16-PAGE SUPER PUNCH-OUT!! SPECIAL P. 35

Having trouble beating any of the fighters in Super Punch-Out!!? Our resident boxing expert turned this game inside out to bring you battle plans that can't be beat!

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DONKEY KONG LAND PREVIEW!

You've seen what ACM rendering can do for the Super NES games—now see what it can do for Game Boy games! See Donkey Kong Land like only Nintendo Power can show you.

P. 88

STAR FOX II! P. 108

What's the biggest news in video games this month? Star Fox II! Check out Nintendo Power's Pak Watch exclusive first look at this great new game!

03
TARGET
SHIEL

PLAYER'S PULSE

MANA KNIGHT

I am the boy who wields the sword.
I am the boy who brought
terror to this world.
I seek the courage to set things right,
to rid the world of darkness,
to bring back the light.
My companions and I set off on our quest.
We search new lands, we try our best.
By cannon or dragon, we fly through the
air fighting monsters. Should we try?
Do we dare? We defeat the Emperor,
but it was too late,
The Mana Fortress has risen
and left us to our fate.
The boy that left home
is no longer here
for I am the Mana Knight,
full of courage, without fear.
The sight of the Mana Beast
brought pity to my heart,
but it had to be done
though it nearly tore me apart.
Finally, peace is restored to this world
for now....

KATIE CAOUETTE
SHERIDAN, WY

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

WANTED: Your thoughts on the Virtual Boy concept. Good, bad or indifferent—we want 'em!

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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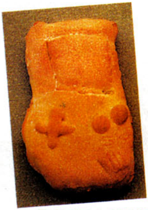
Last summer while in Italy, I was visiting my friends at their grandmother's house in the countryside. It has been a yearly tradition to bake homemade bread there. This year we wanted to try something new. This is our Bread Boy™. I would appreciate it if you would print the picture of our creation along with their names and mine. Their names are: Giorgio and Daniele Mangano from Cefalu, Italy.



DAVID LANCHART
REGO PARK, NY

Looks pretty good. How'd it taste?

I was recently reading Pak Watch (Vol. 66) and on the very first article, about The Lion King, over half the article was spent telling me how superior Super Nintendo is to Genesis. This has also happened in several previous Pak Watches. Don't get me wrong, Super Nintendo is better than Genesis, but I don't need you to remind me in every other issue. Over half of the game review was spent telling me about how Super NES is better than Genesis, too. It says more about that than the game! Would you ask your "Pak Watcher" to please cut this out? I'd rather hear about games than comparisons.

BEN ZELLERS
MADISON, WI

The Donkey Kong Country video was AWESOME! I'm really impressed by the graphics, but everything else looks great, too! I especially thought the host was cool. I hope you have more videos in the future. Oh yeah, the sneak preview of Killer Instinct at the end was great! Enclosed is a picture of me at Camden Yard in Baltimore, Maryland. I had just received my Super Metroid issue, so I took it with me just in case the game was slow. Keep up the good work and Play It Loud!

DAVID WERNER
BURKE, VA

What happened with all the comics? The comics were one of my favorite parts of your magazine. With all the new games, it should be easy to come up with some good ideas for a comic.

CHRIS RANDOLPH
CLEVELAND, TN

Your question has been asked many times by our readers, Chris. We may introduce a new comic in future issues, but for now, we're concentrating on bringing you the most gaming information.

While I was waiting for Mortal Kombat II to come out, I got bored. So I decided to make my own figures. They are made from old Army figures, hot glue, modeling compound, paper and tons of model paint. I hope you like these enough to put them in a future issue.

PAUL THOMPSON
CLARKSVILLE, IN

Great work, Paul! Very cool. Paul also sent in a photo of Scorpion applying the "finishing touches" to one of his opponents. It was probably Sub-Zero. It was hard to tell ... it looked as if he had suffered a severe meltdown!

A few days ago, I received Donkey Kong Country after waiting for about a month. Nintendo and Super NES are great, but you have to pay attention to other things, too. I received a poor report card and now I can't play my NES or Super NES until after Christmas. This is a note to anyone still in school: put your education first. Those who take this, the longer route will reap their reward.

DAVID RUDMAN
ROCKY HILL, CT

Good advice, David. It's always best to keep your priorities straight.

TOP TEN!

VIDEO GAME PARODIES

10. Super Par Wars: The Golfer Putts Back
9. Schoolhouse vania: Simon's Test
8. Mario's Pop Machine
7. Power Rangers vs. Predator (ew!)
6. Driller Instinct: The "Bit" Wars
5. Street Fighter Toon
   (featuring Monty Bison and Babsh)
4. Cold Germ Tim: Adventures in a Nose
3. Wild Bake: The Pie Puzzle
2. Turn and Burn: Bad Pancakes
1. Mortal Wombat: Australian Panic

KYLE HEMBREE
LITTLETON, CO

ODE TO NINTENDO

I think that I shall never see
Someone who can pass Level three.
With Goombas and Koopas
and Bob-ombs galore
Of course, there are a whole lot more.
I cannot defeat the Pirahna Plant
I just can t seem to, no I can t.
But I ll set it on the Easy Mode
And use my super secret code.
I die on the stage where Mario dives
But I just got 200 lives.
Beat Level 3, ha! I can do it
If I just put my mind to it.
Oh, no! I lost! This is so lame
Want a used Nintendo game?

ZACH SNOW
AGOURA HILLS, CA

WOW! That's what first came to mind when I watched the Donkey Kong Exposed video. The graphics and music totally rock! I'm reserving my copy ASAP. Congratulations are way overdue to the creators of Donkey Kong Country. Job well done!

KELLY BRISTOL
MAXBASS, ND

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MEGA MAN X^2™

© Capcom Co., Ltd. 1994
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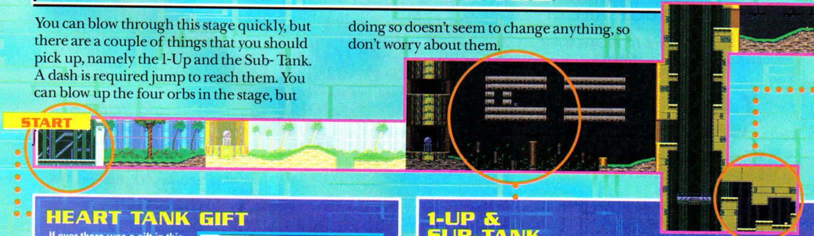
It's more of the same great Mega Man game play as X follows up his stellar Super NES debut with Mega Man X2. This time, it appears as though Capcom has turned up the heat a little. X2 is a challenging game.

BOSS	USE	GET
Wire Sponge	Mega Buster	Strike Chain
Overdrive Ostrich	Mega Buster	Sonic Slicer
Wheel Gator	Strike Chain	Spin Wheel
Bubble Crab	Spin Wheel	Bubble Splash
Flame Stag	Bubble Splash	Speed Burner
Morph Moth	Speed Burner	Silk Shot
Magna Centipede	Silk Shot	Magnet Mines
Crystal Snail	Magnet Mines	Crystal Hunter

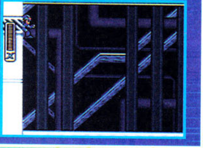
WEATHER CONTROL STAGE

You can blow through this stage quickly, but there are a couple of things that you should pick up, namely the 1-Up and the Sub- Tank. A dash is required jump to reach them. You can blow up the four orbs in the stage, but doing so doesn't seem to change anything, so don't worry about them.



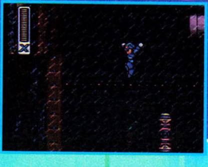
HEART TANK GIFT

If ever there was a gift in this game, this has to be it! From the start, go left and jump up the wall. There is a hidden section near the top that hides a Heart Tank. The more heart Tanks you pick up, the better, but this is the easiest one to get .



1-UP & SUB-TANK

Dash jump up and to the left off of the first moving jet above the spike pit. Jump up the tree and then dash jump over to the right. Pick up the 1-Up and Sub-Tank.

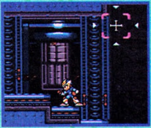


X EQUIPMENT

As X defeats various bosses and acquires new weapons and powers, he'll be able to reach previously inaccessible locations. Dr. Light will appear four times in out-of-the-way areas. There, he'll boost X's options, weaponry and defensive capabilities.

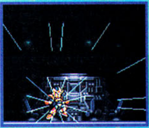
HELMET

Deep down in the Energen Crystal stage, Dr. Light waits for X to show up and claim the Power-Up for his helmet. This Power-Up allows X to locate hidden passages.



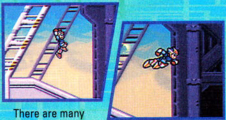
ARMOR

Check the Robot Junkyard map because this one is difficult to find! X has to use a couple of Spin Wheels to dig down to the room that houses the Armor Power-Up capsule.



BOOTS

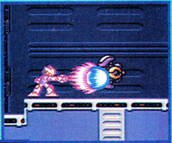
If X finds Dr. Light deep inside the Desert Base and enters the capsule, his boots will be greatly enhanced. With them, him can jump and then dash while still in the air. This technique will be invaluable to him.

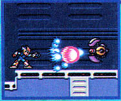


There are many areas where the mid-air dash will come in handy. It can get you out of tricky situations.

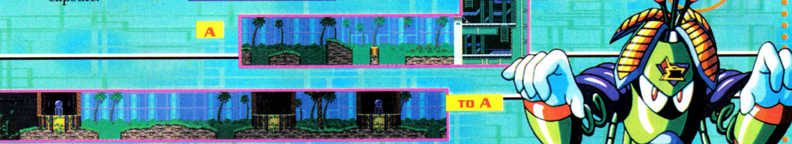
MEGA BUSTER

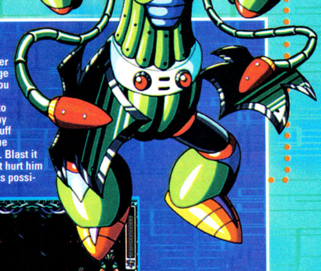
X has to use the mid-air dash technique to reach the Mega Buster Power-Up capsule. He can Power-Up any special weapon he has as well as shoot two powerful Mega Buster shots in a row. It's a must-have item!



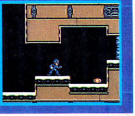


Power-Up until X glows red. The first Mega Buster shot is normal. The second shot is extremely wicked!





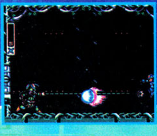
X-HUNTER DOOR

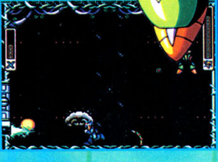


Instead of riding the lift, let it pass and drop down. Move to the right to find the door. It'll open if an X-Hunter is stationed in the room at the time.

WIRE SPONGE

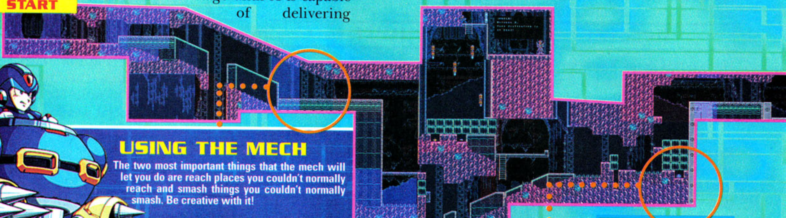
Charge up a Mega Buster shot as you enter the room, but don't fire it until Wire Sponge throws his weapon out at you. Jump as you blast the Mega Buster so his Wire Attack won't hit you. When he attaches himself to the ceiling, jump up and blast him as many times as you can, but watch out for the stuff he spits out. When one of his shots hits the floor or wall, a pointy growth will appear. Blast it away with a Mega Buster blast. You can't hurt him when he turns red. Just get as far away as possible to avoid the electrical blasts.

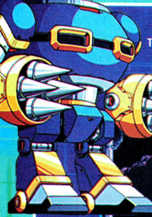




ENERGEN CRYSTAL STAGE

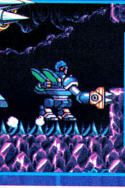
Because of the difficult mini-boss that's located at the halfway point of this stage, it's probably best to save this stage until X is capable of delivering enhanced firepower and also capable of withstanding more ferocious attacks.

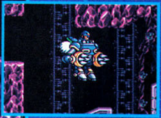




USING THE MECH

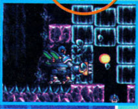
The two most important things that the mech will let you do are reach places you couldn't normally reach and smash things you couldn't normally smash. Be creative with it!

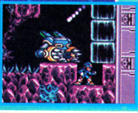




SMASH 'EM TO PIECES

It takes some work to get the mech to where the 1-Up is located, but once you do, just smash through the blocks until a path to the 1-Up is opened. Jump out of the mech to snag it.



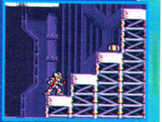


DESERT BASE STAGE

This stage features dangerous rides on hover-bikes and long, treacherous jumps. Real daredevil stuff! Some of the Items are extremely difficult to get in this stage, especially the ones that you have to get while riding on a hover-bike. If your bike blows up, you can go back and get another one.

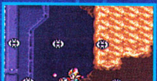
X-HUNTER DOOR

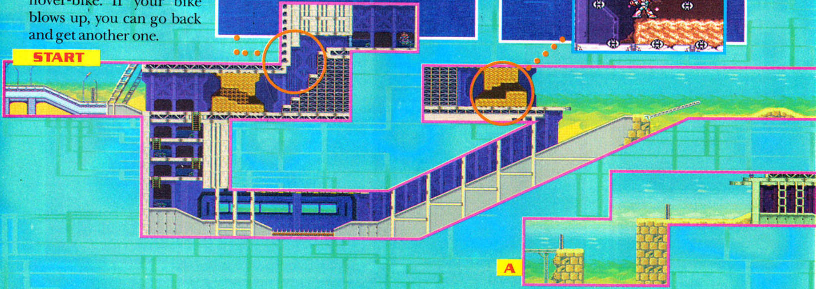
You have to have Spin Wheel before you can saw through the rocks that block the path leading up to the X-Hunter door. If Violen, Serges or Agile are inside, the door will open.

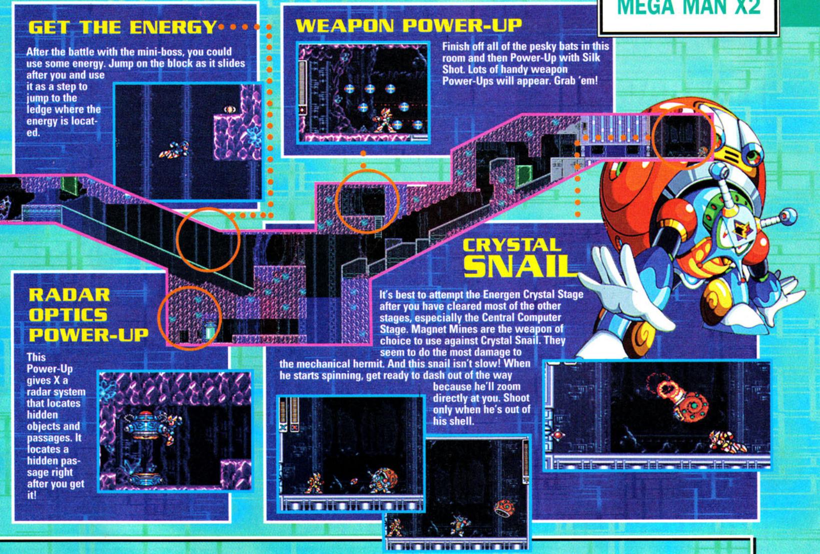


COLLECT ENERGY

This area does you good only if you have Spin Wheel and Silk Shot. Use Spin Wheel to dig your way in and use Powered-Up Silk Shot to collect Energy capsules. Fill up as much as you can.







GET THE ENERGY

After the battle with the mini-boss, you could use some energy. Jump on the block as it slides after you and use it as a step to jump to the ledge where the energy is located.

WEAPON POWER-UP

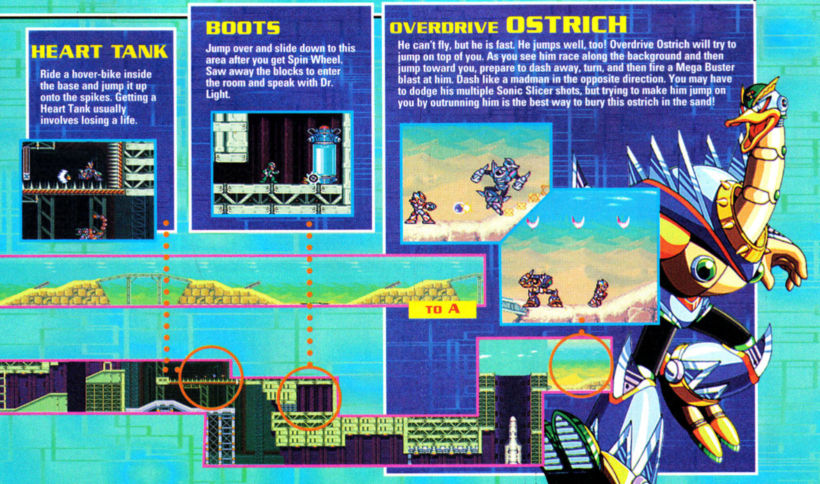
Finish off all of the pesky bats in this room and then Power-Up with Silk Shot. Lots of handy weapon Power-Ups will appear. Grab 'em!

RADAR OPTICS POWER-UP

This Power-Up gives X a radar system that locates hidden objects and passages. It locates a hidden passage right after you get it!

CRYSTAL SNAIL

It's best to attempt the Energen Crystal Stage after you have cleared most of the other stages, especially the Central Computer Stage. Magnet Mines are the weapon of choice to use against Crystal Snail. They seem to do the most damage to the mechanical hermit. And this snail isn't slow! When he starts spinning, get ready to dash out of the way because he'll zoom directly at you. Shoot only when he's out of his shell.



HEART TANK

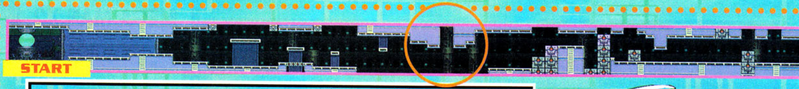
Ride a hover-bike inside the base and jump it up onto the spikes. Getting a Heart Tank usually involves losing a life.

BOOTS

Jump over and slide down to this area after you get Spin Wheel. Saw away the blocks to enter the room and speak with Dr. Light.

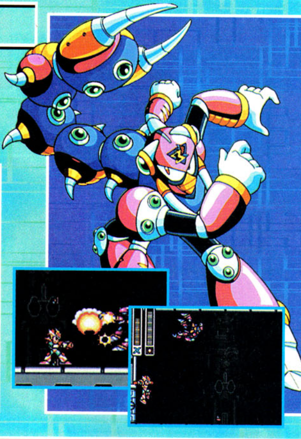
OVERDRIVE OSTRICH

He can't fly, but he is fast. He jumps well, too! Overdrive Ostrich will try to jump on top of you. As you see him race along the background and then jump toward you, prepare to dash away, turn, and then fire a Mega Buster blast at him. Dash like a madman in the opposite direction. You may have to dodge his multiple Sonic Slicer shots, but trying to make him jump on you by outrunning him is the best way to bury this ostrich in the sand!



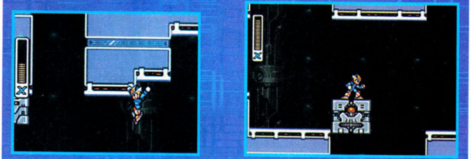
CENTRAL COMPUTER STAGE

The timing of your movements is critical in this stage. In the first section of the stage, it's important not to trip any alarms. Jumps and dashes have to be executed perfectly. Also, toward the end of the stage, reaching the X-Hunter door while avoiding the blocks and targeting system requires extra speed and agility.



GO UP THE CHIMNEY

A Heart Tank and Sub-Tank can be picked up if you can make it up into these rooms. Don't trip the alarms when going for the Heart Tank because you need the gun block to stay on the left side of the shaft. Powered-Up Speed Burner jumps are what you'll need to reach both rooms.



DINOSAUR TANK STAGE

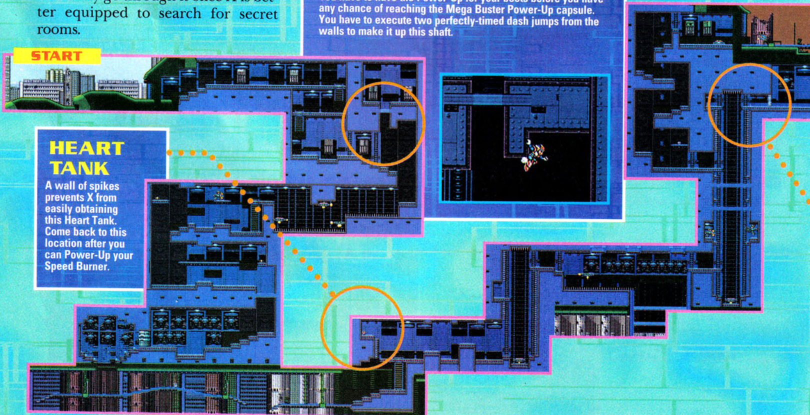
In general, the Dinosaur Tank Stage isn't very difficult. It should be one of the first stages attempted. You should definitely go through it once X is better equipped to search for secret rooms.

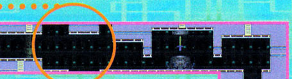
MEGA BUSTER POWER-UP

You have to have the Power-Up for your boots before you have any chance of reaching the Mega Buster Power-Up capsule. You have to execute two perfectly-timed dash jumps from the walls to make it up this shaft.

HEART TANK

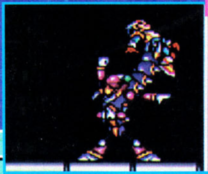
A wall of spikes prevents X from easily obtaining this Heart Tank. Come back to this location after you can Power-Up your Speed Burner.





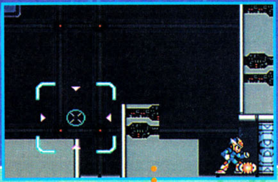
MAGNA CENTIPEDE

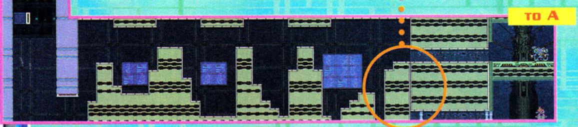
The battle with Magna Centipede isn't an overly difficult one, but it can take quite a while to thoroughly ventilate him. Before entering his lair, Power-Up with Silk Shot. This should take his armor away from him before he gets a chance to use it. If he has his magnetic armor, he'll be powerful enough to pull you up to him. He'll sting you with his tail. Shake loose if he does manage to grab you. Stay in the center of the room and shoot him with Silk Shot when he appears. When he goes to the ceiling, he'll usually shoot out three different blasts of three mines. Jump or avoid the mines and then jump up and shoot him when he swoops down.

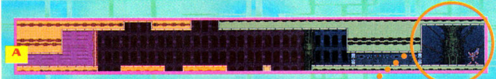


REACH THE X-HUNTER DOOR

After falling down the long shaft in this stage, use dashes and dash jumps to avoid as many of the falling blocks as you can and blaze over to the right. Try to reach the door before the blocks build up.





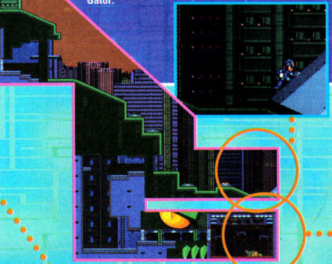


WHEEL GATOR

For the first part of the battle, Wheel Gator has a fairly specific pattern that he sticks to. A single Spin Wheel will race toward you. Climb the wall and then jump out over the Spin Wheel as it goes past you. Immediately climb the wall again and jump out over the second Spin Wheel that comes your way. Once again, and faster yet, climb back up the wall because Wheel Gator will try to jump up and bite you. You need to be at least three-quarters of the way up the wall or he will get you. When he lands, jump out over him and move to the opposite side of the room. Blast him with Mega Buster shots and dodge the packs of Spin Wheels that he shoots. If he "drills" the wall, it will leave a spike that you can't touch.

HIDDEN ENERGY

If you go over to the right, there will be three hidden steps. On each step sits an Energy capsule. It's a nice treat for you before you go to do battle with Wheel Gator.



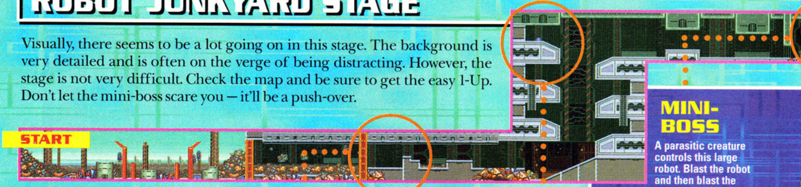
1-Up & X-HUNTER

Ride the lift all the way to the top of this shaft and then sprint to the left to nab a 1-Up. Fall all the way back down and ride it back up again. To the right is a door that an X-Hunter could be hiding behind.

Avoid Wheel Gator's Spin Wheels by using the wall to your advantage. Jump over the Spin Wheels as they come at you.

ROBOT JUNKYARD STAGE

Visually, there seems to be a lot going on in this stage. The background is very detailed and is often on the verge of being distracting. However, the stage is not very difficult. Check the map and be sure to get the easy 1-Up. Don't let the mini-boss scare you — it'll be a push-over.

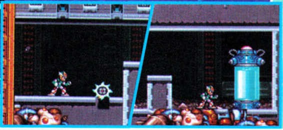


MINI-BOSS

A parasitic creature controls this large robot. Blast the robot and then blast the creature when it jumps out of the robot's body. You have to fight this battle twice.

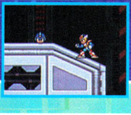
ARMOR POWER-UP

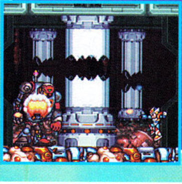
If it weren't for the map, you'd never know that the Armor Power-Up capsule was located here. Use two Spin Wheels to dig down to it.



1-UP

Before proceeding to the right through the second horizontal section of th Robot Junkyard, dash jump back over to the left to pick up the 1-Up that's just sitting there.



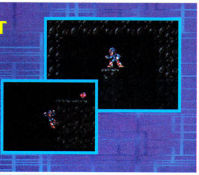


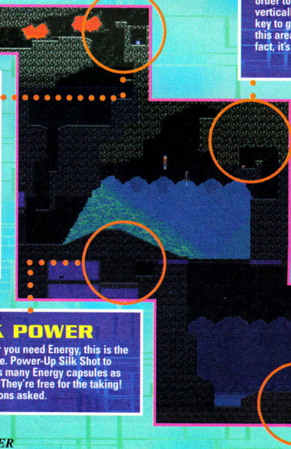
DEEP SEA BASE

There is quite a bit of territory to cover in this mostly-underwater stage. True. But if you know where you're going, it's not so bad. Having the map to this stage will help tremendously. You can destroy the submarine, but don't. See where it goes.

HIDDEN HEART TANK

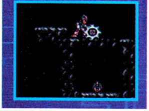
Power up the Bubble Shot in order to leap to the vertically-moving jets. That's the key to getting the Heart Tank in this area. It's not at all easy. In fact, it's extremely hard to do!





A 1-UP

Dash and jump over to he ledge above the 1-Up. Use a Spin Wheel to break the blocks so you can drop down to it.

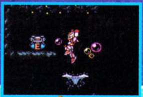


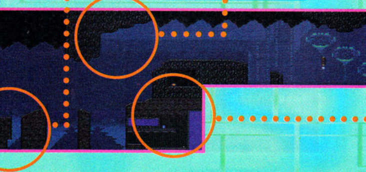
ENERGY

Be sure to search all underwater areas thoroughly because there may be hidden Energy or weapons capsules.

SUB-TANK

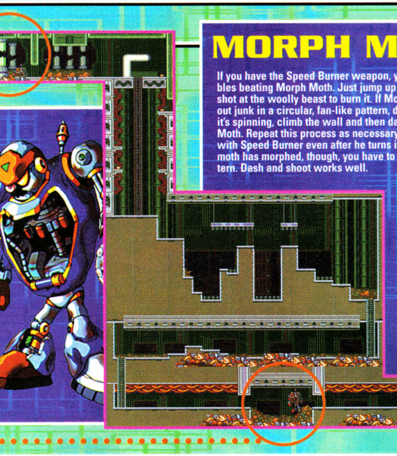
Power up the Bubble Splash to jump up out of the water. When you hit the surface, jump again to reach the ledge.





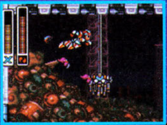
SILK POWER

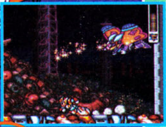
Whenever you need Energy, this is the place to be. Power-Up Silk Shot to draw in as many Energy capsules as you need. They're free for the taking! No questions asked.



MORPH MOTH

If you have the Speed Burner weapon, you should have no troubles beating Morph Moth. Just jump up and fire a Speed Burner shot at the woolly beast to burn it. If Morph Moth starts spitting out junk in a circular, fan-like pattern, dash in the direction that it's spinning, climb the wall and then dash jump out over Morph Moth. Repeat this process as necessary. Keep frying Morph Moth with Speed Burner even after he turns into a butterfly. Once the moth has morphed, though, you have to change your attack pattern. Dash and shoot works well.

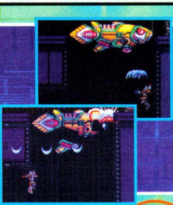


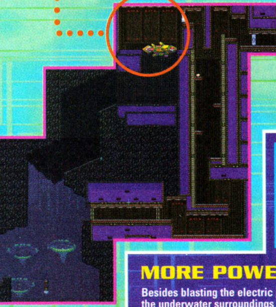


Avoid the butterfly's sparkle shots by dashing out of the way. Climb the walls and shoot Speed Burner shots at it.

X-HUNTER

If you follow the submarine all the way to where it docks, you will have found an X-Hunter door. Of course, to get there you have to jump with the help of a powered-up Bubble Shot.



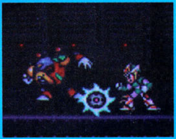


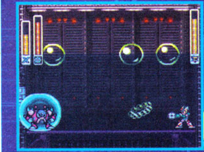
MORE POWER

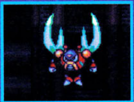
Besides blasting the electric jellyfish that dot the underwater surroundings to collect Energy, you should be able to find more than enough Power-Ups in hidden areas to keep you going.

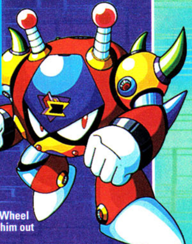
BUBBLE CRAB

Honestly, if you have a turbo function on your controller, this is the easiest boss to beat in the entire game. Just fire a constant stream of shots and you'll have no troubles! You can rip through his protective shield in no time flat! If you don't have turbo, you should resort to the conventional way of beating Bubble Crab—with Spin Wheel shots! Spin Wheels do the most of damage to Bubble Crab. Your goal should be to keep Bubble Crab as far away from you as you can. Let the Spin Wheels work their destructive magic on the mechanical crustacean while you stand back and prepare for your next shot.









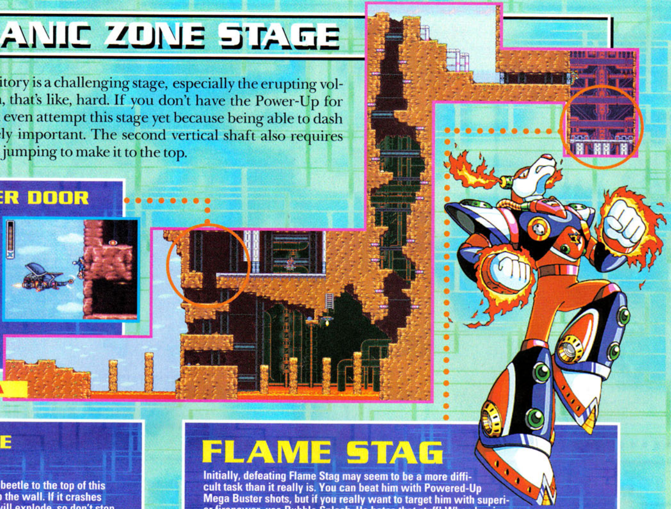
Anyone for cracked crab? Apply a Spin Wheel to Bubble Crab's hardened shell to take him out of the game.

VOLCANIC ZONE STAGE

Flame Stag's territory is a challenging stage, especially the erupting volcano section! Uh, that's like, hard. If you don't have the Power-Up for your boots, don't even attempt this stage yet because being able to dash jump is extremely important. The second vertical shaft also requires quite a bit a dash jumping to make it to the top.

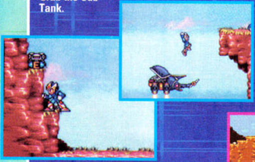
X-HUNTER DOOR

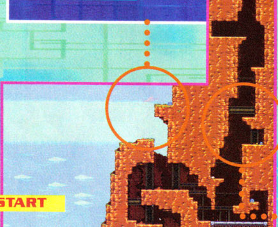
Make the beetle smash open the upper "doorway." It's not easy to get up to that doorway from the outside, but it can be done. Once inside, jump up to the room directly above and then enter the door if an X-Hunter is inside.



LURE THE BEETLE

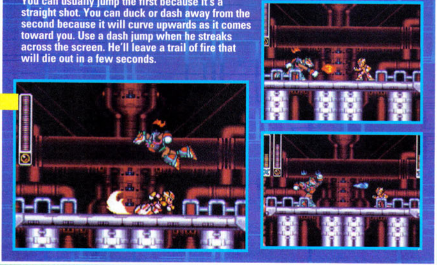
Lure this mechanical beetle to the top of this section by jumping up the wall. If it crashes into a "doorway," it will explode, so don't stop on a doorway. When at the top, get the 1-Up, jump on the beetle and dash jump to the left. Grab the Sub-Tank.





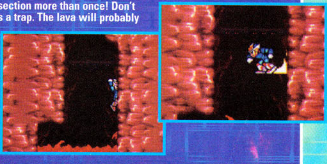
FLAME STAG

Initially, defeating Flame Stag may seem to be a more difficult task than it really is. You can beat him with Powered-Up Mega Buster shots, but if you really want to target him with superior firepower, use Bubble Splash. He hates that stuff! When he zigzags up the wall, move to the center of the room and wait for him to come back down. Dash out of the way when you see which way he's going to go and then blast him with Bubbles. He'll throw flames at you. You can usually jump the first because it's a straight shot. You can duck or dash away from the second because it will curve upwards as it comes toward you. Use a dash jump when he streaks across the screen. He'll leave a trail of fire that will die out in a few seconds.



VOLCANIC VENTILATION!

You'll have to attempt this section more than once! Don't worry about the 1-Up — it's a trap. The lava will probably get you. Use dash jumps to get you up the lava tube ahead of the lava. Shoot through the barrier to get the Heart Tank. You'll probably lose a life to get it.

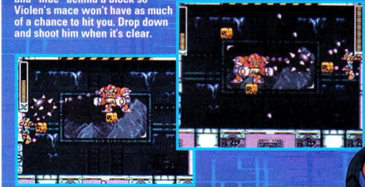


THE X-HUNTERS

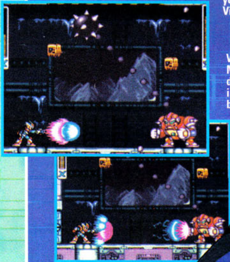
X may have to fight the X-Hunters twice. The first time, during the initial stages, you will fight to regain Zero's body parts. But the second time, the battles are for keeps! Dr. Cain still needs more time to reactivate Zero, so X is sent to the North Pole to battle the baddies. Before fighting the X-Hunters, go back into an earlier stage (like the Deep Sea Base) to fully Power-Up your weapons and energy.

VIOLEN

The most important thing to pay attention to when fighting Violen is the location of the blocks. What you should do is charge up the Mega Buster and "hide" behind a block so Violen's mace won't have as much of a chance to hit you. Drop down and shoot him when it's clear.



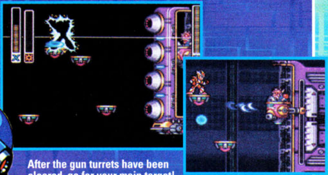
Stay up on the wall and hide yourself behind a block so Violen's mace won't hit you.



When you have the Mega Buster charged up, drop down from your hiding spot and let the fat boy have it!

SERGES

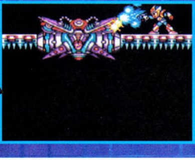
When Serges is in his machine the second time you meet him, blast away the gun turrets with Silk Shot and then blast him directly with Sonic Slicer or powered-up Mega Buster blasts. It's difficult to avoid his shots, so make sure you have your Sub-Tanks full of energy.



After the gun turrets have been cleared, go for your main target!

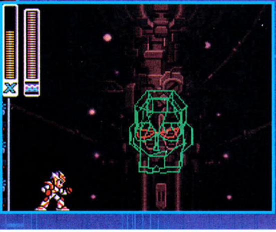
AGILE

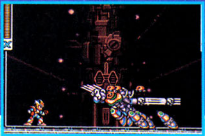
When you meet Agile in the final stages, watch the spikes and then use Magnet Missiles while avoiding his various attacks. When the sections begin to fall, remember that there is only one safe spot — right underneath him.

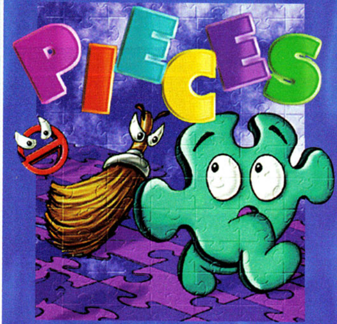


SIGMA RETURNS

If you remember X's first Super NES adventure, Sigma was behind all of the Maverick robots and the problems that they brought about. Well, it looks as if Sigma is at it once again. But this time around, things are a little different...it's Neo Sigma! The battle with the wire-frame Neo Sigma at the end is a doozy! You always knew that the mostly useless Strike Chain would come in handy!







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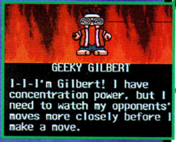
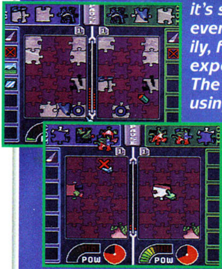
Super NES

BIG TIME FAMILY FUN!!

Families have long idled away hours piecing together jigsaw puzzles on their card tables at home. Now Atlus introduces Pieces, a high-tech version of the tried and true pastime, a pastime that's even more fun on the Super NES. It has a variety of play modes and an option that lets you adjust the difficulty level, too, so it's suitable for everyone in the family, from beginner to experienced gamer. The challenge is in using puzzle pieces to create images, and in getting it done faster than your opponent does. Whether you play against the computer or against a friend, Pieces is guaranteed to puzzle for hours on end.

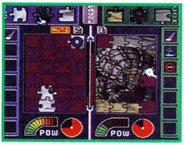

GEEKY GILBERT

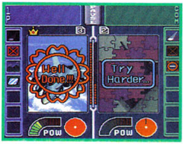
I-I-I'm Gilbert! I have concentration power, but I need to watch my opponents' moves more closely before I make a move.

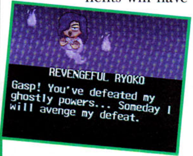


PLAY THE BRAIN

In the Player vs. Computer Mode, it's an all-out battle of wits, coordination and speed against that seemingly superior player, the Super NES. This Mode is perfect for the solo player. It is especially appropriate for the player who wants to practice for a future battle against a friend. In this mode, each of your computer opponents will have an animal alter ego with its own unique attributes. The opponent you will face first depends on the difficulty level you choose.



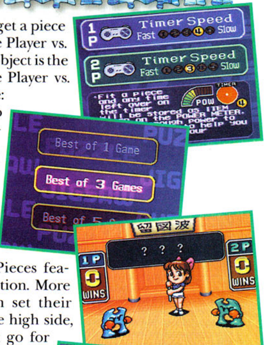



REVENGEFUL RYOKO

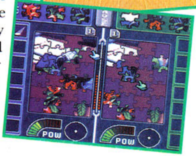
Gasp! You've defeated my ghostly powers... Someday I will avenge my defeat.

PLAY YOUR BUDDY

Grab a friend and get a piece of the action in the Player vs. Player Mode. The object is the same as it is in the Player vs. Computer Mode: the first player to complete three puzzles is the winner. The difference is that competition can get personal when your opponent is human! Because no two players are alike, Pieces features a handicap option. More skilled players can set their timer speeds on the high side, and beginners can go for slow times. Leveling the playing field is especially helpful when Mom or Dad want to piece together some fun—the kids might wipe them otherwise!

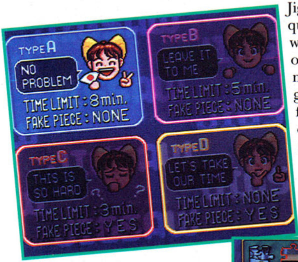


•Fit a piece and any time left over on the timer will be stored as ITEM ... the POWER METER ... on the ... power to ... help you ... your



FIVE EASY PIECES

Jigsaw Mode is the mode to try when more than two players want to shake up the pieces. By using the four-player adapter, up to five friends can play at the same time! There are eight Genres of images to choose from in Jigsaw Mode. You'll piece together pretty pictures like the Leaning Tower of Pisa in the World Genre, a mountain scene in the Land and Sea Genre, a litter of puppies in the Animals Genre, a brontosaurus in the Dinosaur Genre, an F-15 Eagle fighter in the Planes Genre, a tennis player in the Sports Genre and a cartoon figure in the Animation Genre. There are also four different types of games within the Jigsaw Mode. Some are quick to piece together, while others may be serious head scratchers and may require the input of the entire group. Type A is the easiest of the four types. There is a generous eight-minute time limit, and there are no fake pieces thrown in to trick you. Best of all, there is a diagram of the solution to refer to. The only factor left is your speed in piecing the thing together!


TYPE A

TIME LIMIT : 8min.
FAKE PIECE : NONE

TYPE B

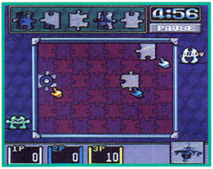
TIME LIMIT : 5min.
FAKE PIECE : NONE

TYPE C

TIME LIMIT : 3min.
FAKE PIECE : YES

TYPE D

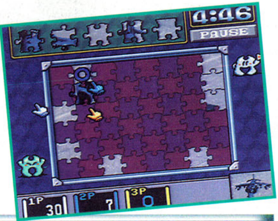
TIME LIMIT : NONE
FAKE PIECE : YES



Type B is similar to Type A in that it has no fake pieces. The pressure is on, though, because there is a five-minute time limit. Type C is where the milk is really separated from the cream. The time limit is a paltry three minutes, and there are numerous fake pieces thrown into the mix. You never can tell which is which! Type D might be the most difficult type to choose in Jigsaw Mode. There is no time limit, but you're going to need all the time you can spare, as there is no miniature diagram to refer to, and there are fake pieces thrown in regularly. This one is for the experts!

In the Jigsaw Mode, you can check to see how difficult the puzzles will be. Type C is enough to make you fall to pieces!

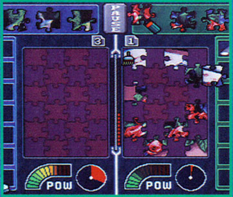
4:56
PAUSE
1P 10
2P 0
3P 0

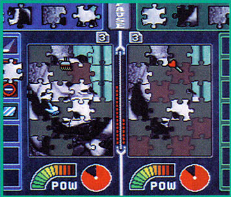


POWER-UPS

CATCH YOUR PIECES

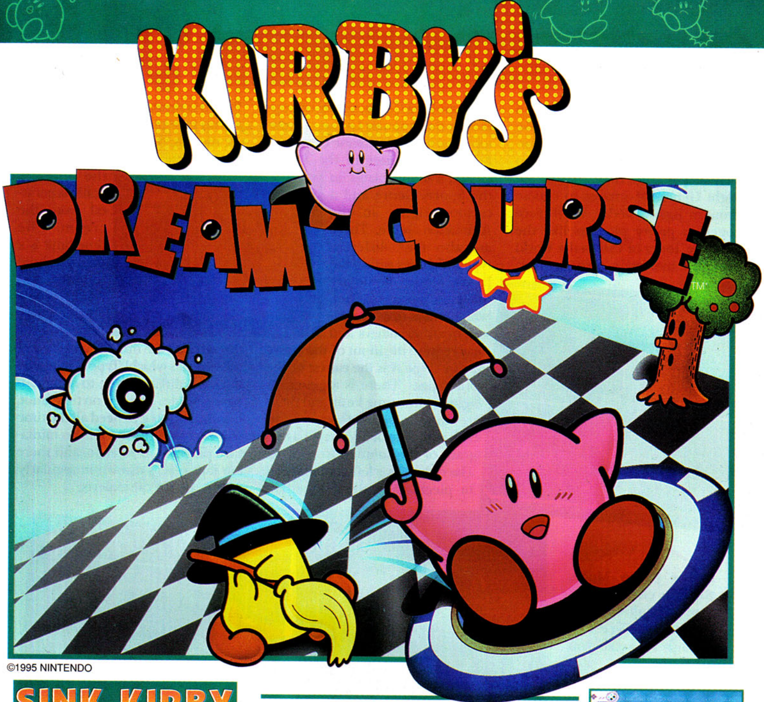
Now that you're all psyched up to take the Pieces plunge, you'll want some special inside information to help get the edge on the competition. Stealing is not an encouraged activity, but when your pride could end up in Pieces, desperate measures must be taken. When playing against an opponent, press and hold the B Button until the cursor begins to flash. Move the cursor to a piece that you need from your opponent's field and press A to set that piece free. Read on for another tip.





There is another opportunity to "borrow" pieces from your opponent. If you use the Sweeper Item, half of your opponent's fitted pieces will be swept away. Don't let them go to waste--you can grab the ones you need as they go!

KIRBY'S DREAM COURSE



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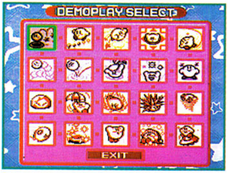
SINK KIRBY

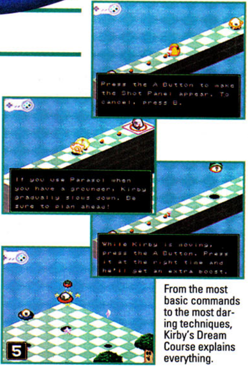
Kirby isn't all hot air—at least not in this unique game that combines elements of golf, pool and action games. Kirby's Dream Course from Nintendo actually consists of eight courses with eight holes on each course. You'll find water hazards, hills, trees and a final hole, just like on a golf course, but you'll also use special skills to jump, warp, fly, stop and turn in ways that golf balls never do. The goal is to sink Kirby in the hole, which is hidden under the final target. Check out our One Shot tips, which show you how to make a Hole-In-One on one hole of each course.

THE STROKES

Use the Demo Mode to learn about ten moves that Kirby can make. This demo also shows how Kirby can pickup special skills from characters like Tornado.



See the most amazing shots in the universe performed before your very eyes along with full instructions.



Press the A Button to make the Shot Panel appear. To cancel, press B.

If you use Parasol when you have a grounder, Kirby gradually slows down. Be sure to plan ahead!

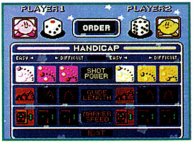
While Kirby is moving, press the A Button. Press it at the right time and he'll get an extra boost.

From the most basic commands to the most daring techniques, Kirby's Dream Course explains everything.

TEED-OFF BLOBS

HANDICAP

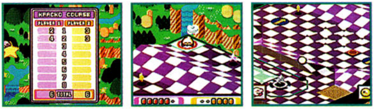
In the two-player mode, you can handicap yourself in several areas to make the game tougher and to even the odds if you're playing someone with less experience. You can reduce the Shot Power, adjust the Guide Length, and change the Marker Speed, which determines backspin and forward spin. Players also roll dice to determine who shoots first.


PLAYER1
PLAYER2
ORDER
HANDICAP
EASY
DIFFICULT
EASY
DIFFICULT
SHOT POWER
GUIDE LENGTH
MARKER SPEED
EXIT

Set the handicap difficulty for both players before hitting the course.

BATTLING KIRBYS

Each player has one objective—get to the hole first! Plan your shots with cunning to keep your roly-poly opponent away from the hole. Points are awarded for finishing first rather than for the number of shots you take.

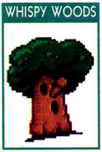

KRACKO COURSE
PLAYER 1
PLAYER 2
TOTAL

In the two-player mode, both players try to uncover the hole and drop into it first.

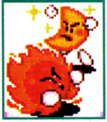
A FOURSOME

Challenge other Kirby-duffers on the four courses. Each has different challenges and enemies.

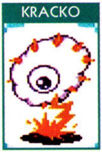
WHISPY WOODS



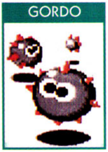
MR.SHINE & MR.BRIGHT



KRACKO

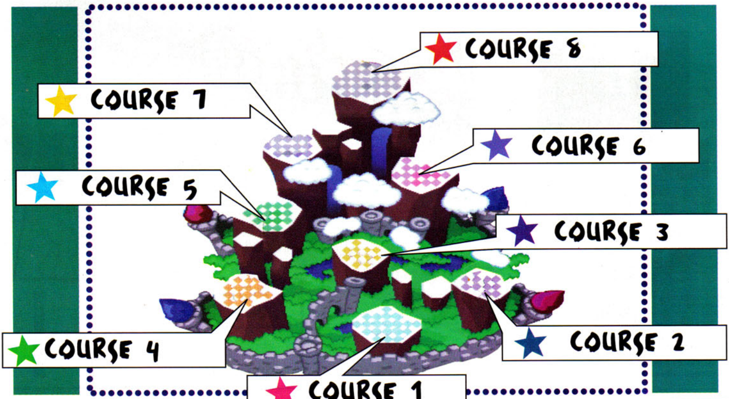


GORDO



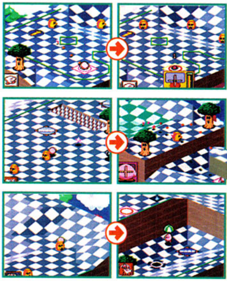
I DREAM OF KIRBY

Kirby's challenge is to get the lowest score possible in each of the eight courses. Every hole has secrets, but once you figure them out, you should be able to get great low scores. The battery backed-up memory saves your round and gives you a goal to beat in future rounds. As you progress from one course to the next, expect the challenge to increase.


COURSE 8
COURSE 7
COURSE 6
COURSE 5
COURSE 3
COURSE 4
COURSE 2
COURSE 1

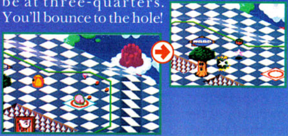
COURSE 1

Here, you'll have to master bumper shots, jumps, skipping Kirby off a lake and Parasol. Most of the layouts are simple enough that you can see the best shot from the start.

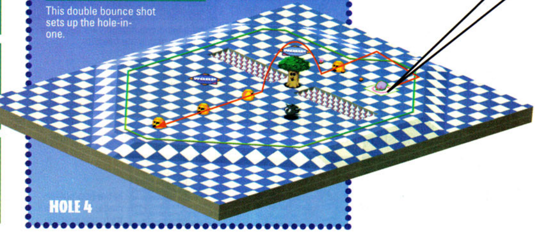


ONE SHOT

Use the High Jump you picked up on Hole 3 to leap over the tree. Your shot power should be at three-quarters. You'll bounce to the hole!



This double bounce shot sets up the hole-in-one.

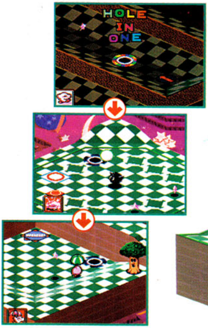


POWER & SPIN

Straight Ahead

COURSE 2

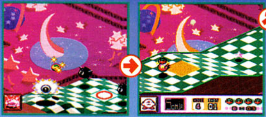
Spark helps clear out the Whispy Woods while the Wheel keeps you rolling until you hit an object.



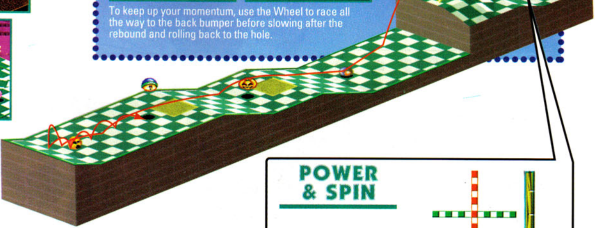
Use Kirby's ability to curve to reach the end of Hole 6.

ONE SHOT

The trick to this hole is to rocket up the long hill using the Wheel. First, you'll have to bounce over Kracko, which takes precise timing. Hit the A Button after the Wheel ends when you hit the back bumper.



To keep up your momentum, use the Wheel to race all the way to the back bumper before slowing after the rebound and rolling back to the hole.

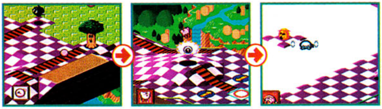


POWER & SPIN

Straight Ahead

COURSE 3

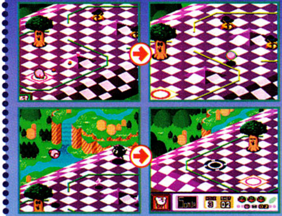
Prepare yourself to perform fantastic feats of skill in Course 3. The High Jump skill comes in handy. Try to make it in two on most of these holes.



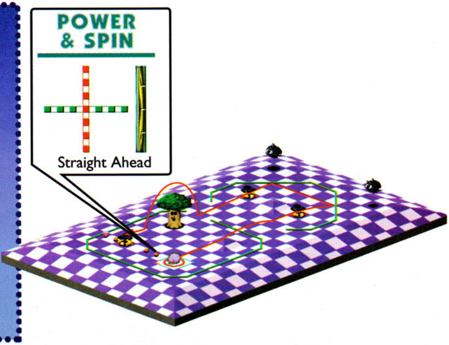
In addition to the High Jump, you'll have to use the Stone to drop from a cushion of air and Freeze to ice over the lake.

ONE SHOT

The critical thing here is get a pink Power Shot so you can reach the point from which you jump over the tree.



HOLE 3

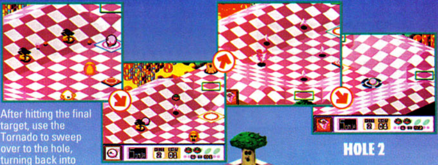


COURSE 4

Expect uneven terrain and slopes on Course 4. On some holes, send Kirby on long, curving routes to avoid obstacles. On other holes, you'll have to use Curve Shots or Tornados.

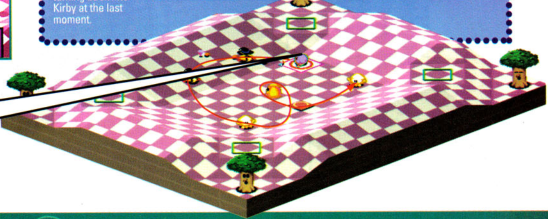
ONE SHOT

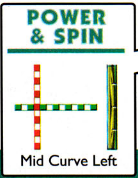
The ultimate slice is what you need to swirl you down through this bowl, but you'll have to catch your second wind to reach the hole. That requires the Tornado from the previous hole.



After hitting the final target, use the Tornado to sweep over to the hole, turning back into Kirby at the last moment.

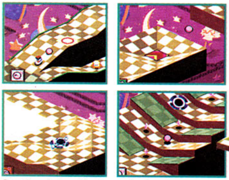
HOLE 2





COURSE 5

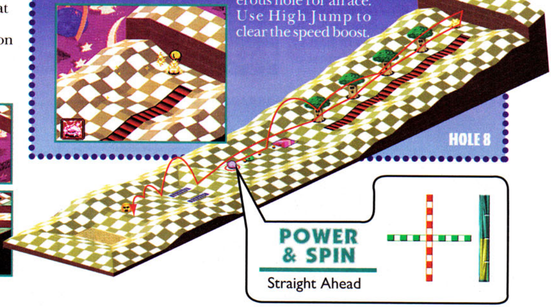
Expect more multi-level holes that look worse than they are. You'll have to try some fancy moves, as on Hole 7 where you need to begin with a tight, counter-clockwise Curve uphill.



Creative shot-making is required on these.

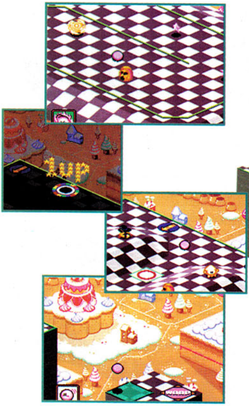
ONE SHOT

Use Spark and High Jump to navigate this treacherous hole for an ace. Use High Jump to clear the speed boost.



COURSE 6

You'll be bounced and bruised by the end of this course. Use three quarter power to miss the spikes on Hole 3. Hole 5 may be the toughest. Use the Arrows to reach targets.

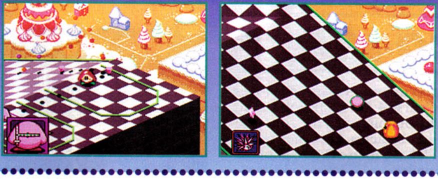


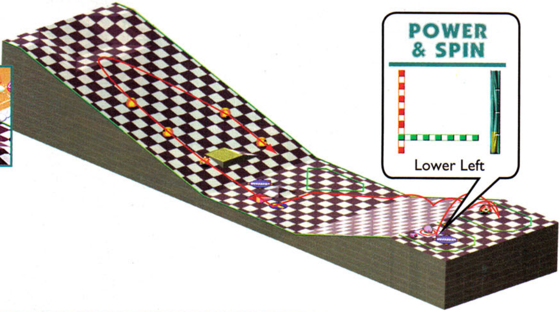
Take the trampoline to the green.

ONE SHOT

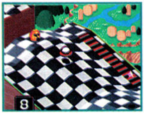
HOLE 6

Launch Kirby to the right target at three quarter power and bounce left. If you judge it just right, you'll have enough momentum to reach the booster and curve up the hill. Use Stone to stop in the hole.





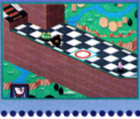
COURSE 7

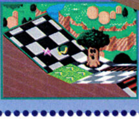


UFOs are real in Kirby's Dream Course. In fact, you can fly them around the course to hit multiple targets. On Hole 3, you'll need a Power Shot to start things off.

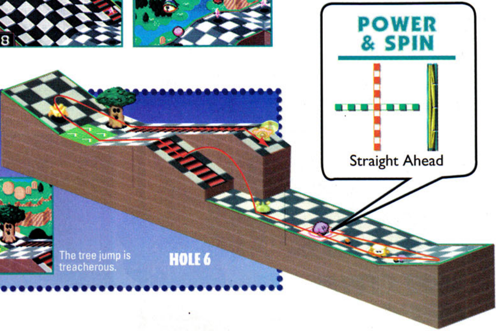
ONE SHOT

Use the High Jump just before touching Spark. The new High Jump carries you over the tree.

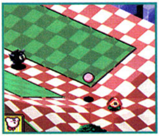


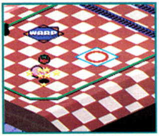


The tree jump is treacherous.



COURSE 8





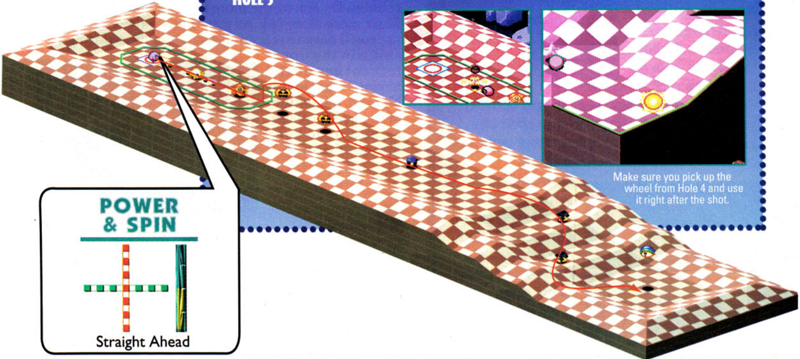
Use trampolines and curve shots to get around enemies like these without taking damage.

Don't miss the middle target on Hole 1. Some curved shooting on Hole 4 will get you to the warp on top. And the final hole uses High Jump, Ice and Tornado to reach the end.

ONE SHOT

HOLE 5

Use the Wheel picked up from the previous hole to blast through the barrier and roll to the Tornado. Use the Tornado to pick up both targets on the downhill slope and open the hole below.



Make sure you pick up the wheel from Hole 4 and use it right after the shot.

KIRBY'S
AVALANCHE
TM

WELCOME TO DREAM LAND

Ah HA!!! I have found my next victim!!

Kirby!! Your dream has carried you far but here it ends.

After years of flipping vitamins, puzzle game fans are itching for new challenges. Combining classic puzzle action, a whimsical story and innovative strategy, Kirby's Avalanche will please puzzle experts and novices alike. The object is to connect four or more like-colored blobs, vertically or horizontally, to make them disappear. As they did in Dr. Mario, boulders will drop on your opponent if you start a chain reaction. The twist is that the clear boulders disappear only when adjacent blobs are destroyed. Depending on your mood and skill level, you can play either the practice, player vs. player or competition mode.

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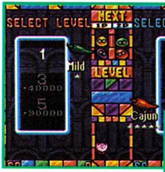
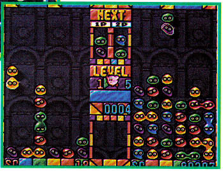
PRACTICE MAKES PERFECT

Practice is the only sure-fire way to win at this game, and the training mode lets you explore basic techniques on your own or against a second player. There are no avalanches in this mode, and if you play at the lowest speed, you get hints on which color to clear next. The higher speeds, however, can present a challenge even to experienced puzzlers.



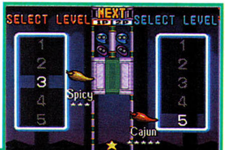
Choose your speed: Mild, Spicy or Cajun. The faster you go, the more bonus points you get. Is it hot enough for you?

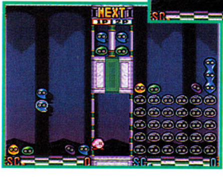


Opponents of different skill levels can choose different speeds. Just be sure that you don't get burned!

HEAD TO HEAD

Veteran virus crunchers will enjoy this mode. Avalanches are now active, and your success will depend on how well you use and work around them. Once again echoing Dr. Mario, the more blobs you eliminate, the faster more blobs fall. As your blobs and boulders pile up, you'll have to react quickly. Blobs drop through a chute in the upper left corner of the screen. If the chute is blocked, the bottom of the screen collapses, and so do your dreams of victory!



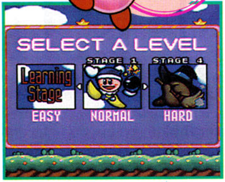


There are now five speed settings and no bonus points for choosing a hotter setting.

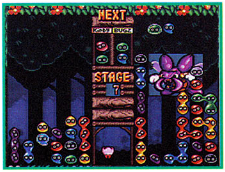
Cajun speed is faster in practice mode, but here you start off with a pile of boulders! No blobbin' way!

A WALK THROUGH THE FOREST

Taking characters and settings from Kirby's past exploits, the competition mode sends you on a journey through the forest to the First Annual Dream Land Avalanche Competition. You'll face many computer-controlled challengers on your way to the Dream Fountain, each bent on preventing you from reaching the final contest and winning the coveted Dream Fountain Cup.


SELECT A LEVEL
STAGE 1
STAGE 4
Learning Stage
EASY
NORMAL
HARD

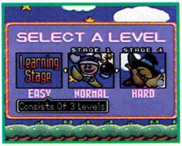
You'll have three difficulty levels to choose from. Will you start at the beginning of the journey or jump ahead?


NEXT
Kirby BUGZ
STAGE 7

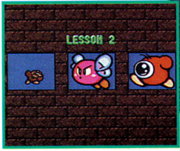
In this mode, there are unlimited continues, which will come in handy as you face tougher and tougher opponents.

TRAINING

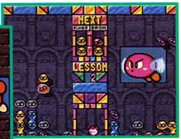
If you need more practice, try the Learning Stage. It gives you the thrill of full competition mode complete with avalanches but pits you against less skilled opponents. This is the ideal place to perfect your chain reaction technique.


SELECT A LEVEL
STAGE 1
STAGE 4
Learning Stage
EASY
NORMAL
HARD
Consists Of 3 Levels

The Learning Stage has only three levels, and it does not lead you to the Dream Fountain.



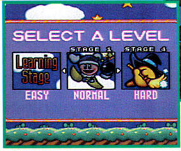
These guys aren't so tough, so you can take some time to plan your strategy.

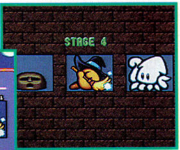

NEXT
Kirby BROM
LESSON 2

Don't get overconfident, though, or you may find your choices suddenly limited by an avalanche of pesky boulders!

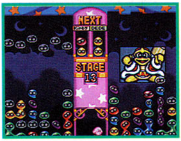
TO THE DREAM FOUNTAIN

When you're ready to go for the gold, choose the Normal or Hard Level. Normal starts you at the beginning of the journey, while Hard takes you to a point farther up the forest path.


SELECT A LEVEL
STAGE 1
STAGE 4
Learning Stage
EASY
NORMAL
HARD



He may look harmless, but Broom Hatter will sweep you off your feet and out of the competition!

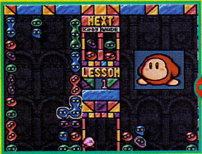

NEXT
Kirby DEDE
STAGE 13

If you survive the trip to the Fountain, King Dedede will challenge you to a final duel. Caution: Falling Rocks!

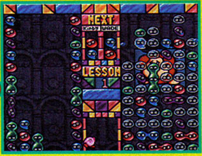
POWER-UPS

STYLISH STACKIN'

Here's a hot tip that will help in the later stages: stack blobs up the sides of the play field, not along the bottom. Even if you have only part of a group, chances are good that a matching blob will appear before a pair or triple is completely blocked.


NEXT
Kirby WADE
LESSON 1

Stacking blobs on the sides of the screen will help keep your options open for multiple matches and chain reactions.


NEXT
Kirby WADE
LESSON 1

Dropping boulders on your opponent prevents him from making matches. It looks like the bottom is about to drop out from under this guy!

DISNEY'S THE LION KING

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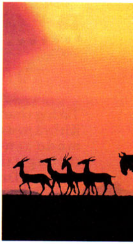
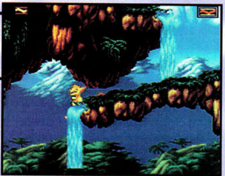


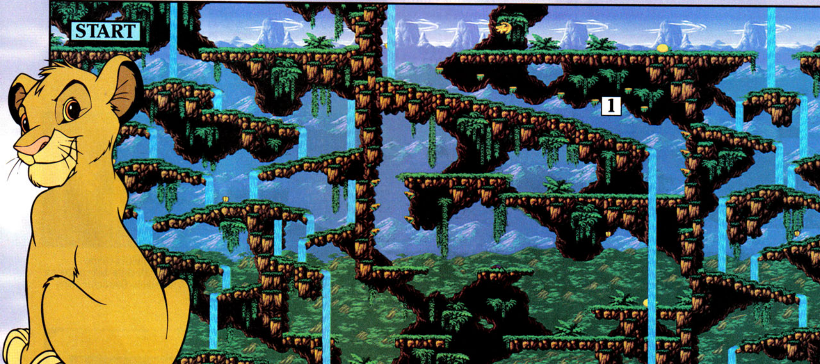
PART 2 This month we'll lead you on a safari through the second part of Disney's The Lion King, from Virgin Games. Last month, we took you through Simba's early years, when life was little more than a frolic for the young cat. Now, as life's challenges become greater, the king-to-be gets older and, with any luck, wiser.

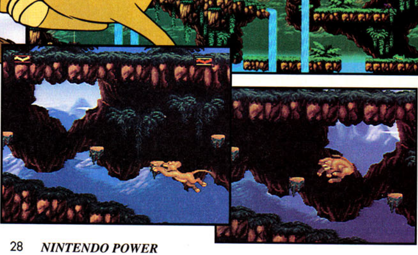
STAGE 6

HAKUNA MATATA



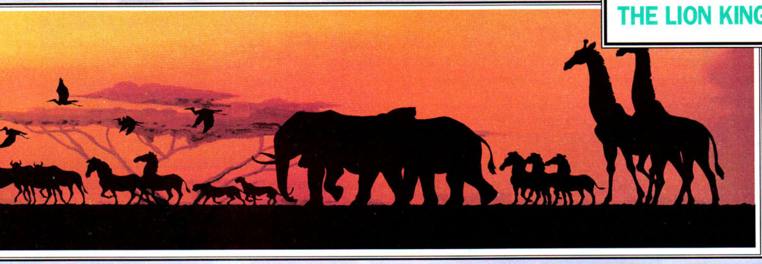
Hakuna Matata is more than a stage—it's a way of thinking. It's a problem-free philosophy that Simba learns about from a couple of jungle pals. This stage isn't exactly problem free, though. There are poisonous toads and spiders, so give them a wide berth and pounce only at opportune moments. There are lots of levels to explore—search them carefully for treasures.



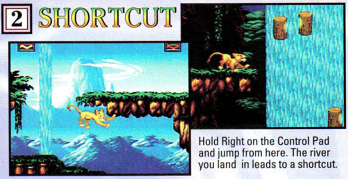


1 SIMBA'S SWINGING

As you work your way back up to the upper levels, you'll come to a place where you must swing from ledge to ledge. Time your swings and catches carefully. If you fall, you'll be swept away by the river that runs below the ledges, and you'll have to climb back up to try again.



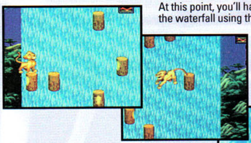
2 SHORTCUT

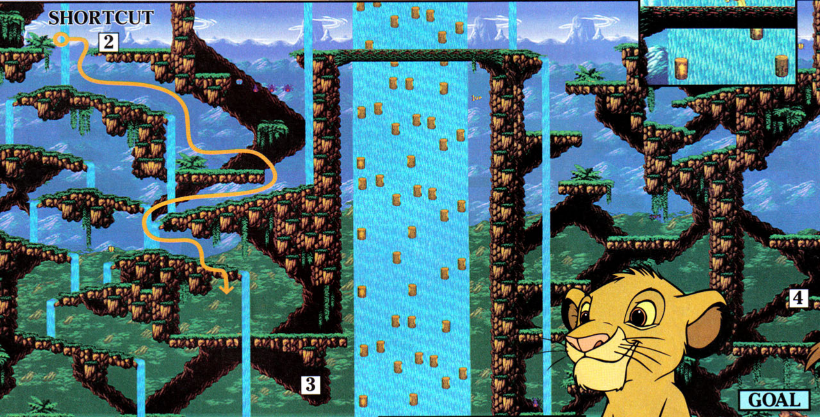


Hold Right on the Control Pad and jump from here. The river you land in leads to a shortcut.

3 LOG ROLLING

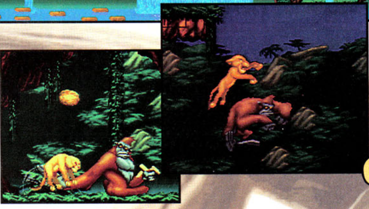
At this point, you'll have to jump across the waterfall using the falling logs as stepping stones. Try to land on the slow-moving logs as you work your way to the bridge above.





4 GO APE

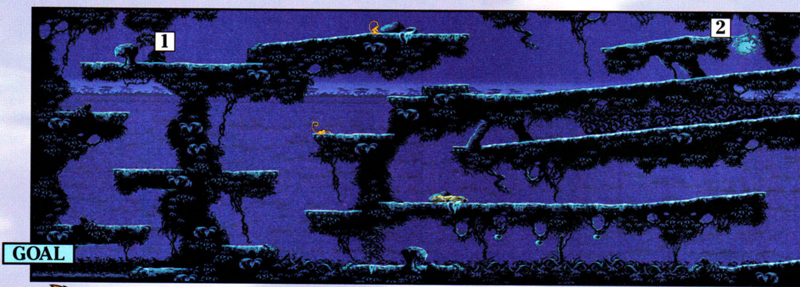
Before you can exit the Hakuna Matata stage, you'll have to beat a big ape. Don't approach him while he's eating. Wait until he tosses some boulders at you, then pounce on the grouchy gorilla. Be patient. Attack only when it's safe to do so.

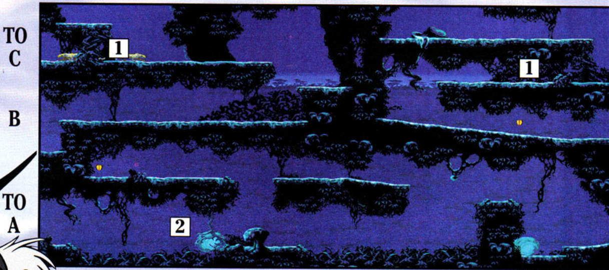


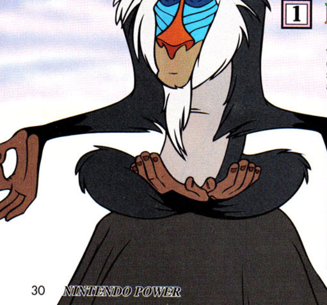
STAGE 7

SIMBA'S DESTINY

After defeating the Ape in Hakuna Matata, Simba grows into an adult lion, ready to test new skills against increasingly fierce enemies. Now Simba has two attacks: he can slash with a single paw, and he can rise on his hind legs and claw with both front feet. Both are powerful.

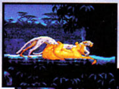


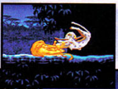


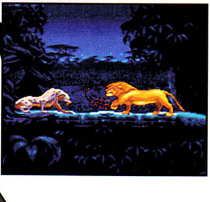


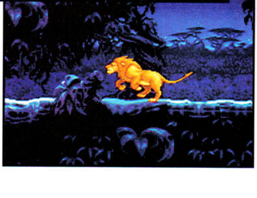
1 LEOPARDS

Packs of leopards attacks one right after the other, but you can beat them all without suffering any damage. Stand still and slash with one paw repeatedly. You can also throw them, but it's more risky.



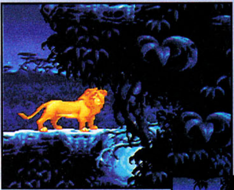


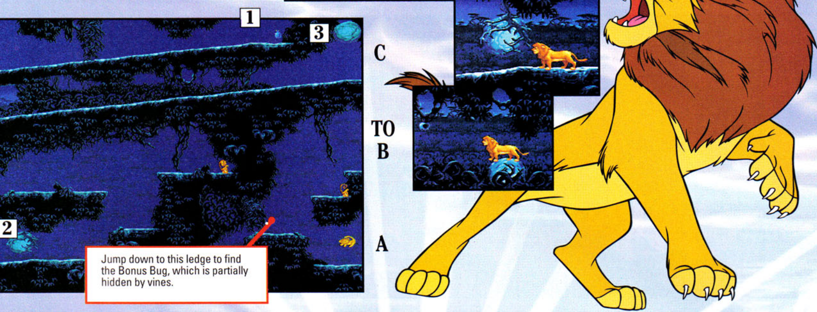




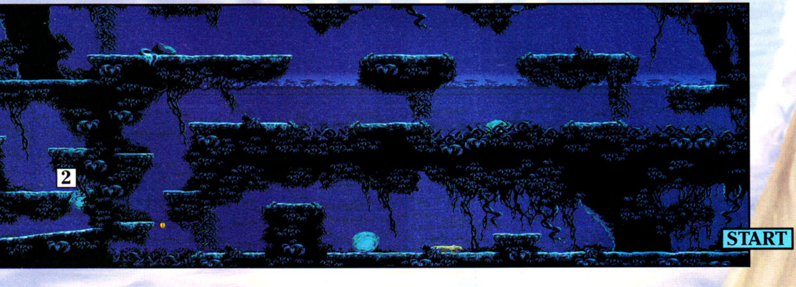
2 ROCK 'N' ROLL

In several places, you'll have to claw through vines in order to continue, and in others, you'll have to claw through vines that hold giant boulders in place. Stay clear of the boulders until they come to a rest. Most of them will land in very helpful places, allowing you to either cross patches of thorns or reach high ledges.



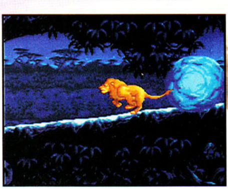


Jump down to this ledge to find the Bonus Bug, which is partially hidden by vines.



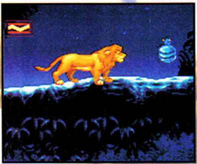
3 ROLLING STONE

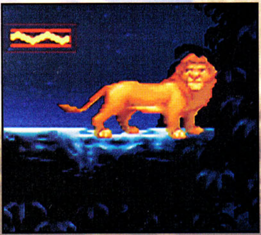
When you trot under this big stone, it will drop and follow you down the hill. Hold Left on the Control Pad and run off the end of the ledge so you won't be flattened by the rolling stone.



4 MORE ROAR POWER

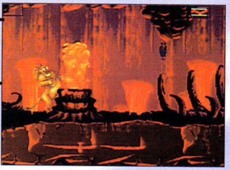
Be sure to search out the power-up at this point. Picking it up adds to Simba's Roar Meter. It's worth the effort—after all, the king of the jungle needs a powerful roar.



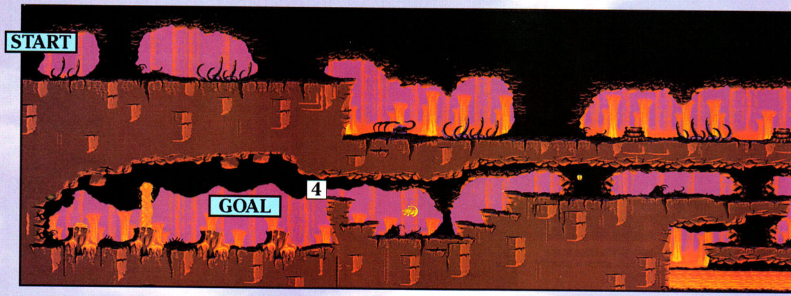


STAGE 8

BE PREPARED

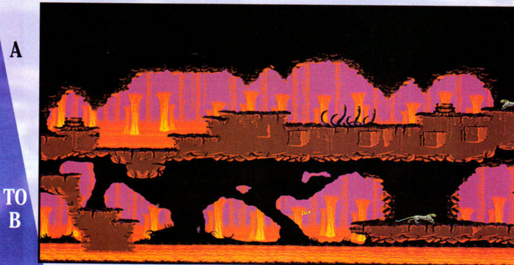


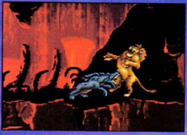
Stage 8 takes Simba into a cave, where his new abilities will truly be put to the test. Exploding fountains of lava, bats that swoop from the ceiling to attack, and packs of leopards that pounce en masse make exploring the cave risky business. It's the most difficult stage yet.

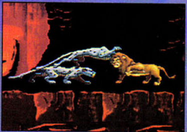


PACK ATTACK

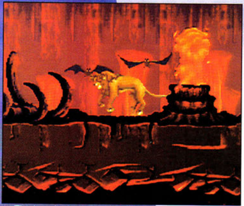
You've already met the enemies that you'll encounter in the cave, but they're peskier than ever. Stay back from the hyenas' foaming mouths and strike with the one-paw slash. Use the same attack on the leopards, which sometimes attack in numbers. Try to jump and slash the bats before they fly from the ceiling.







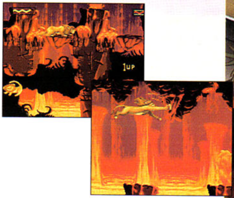
You don't have to stand and fight the many leopards in the caves. Save yourself the grief by running past them.



The bats in the cave are really annoying. They're hard to defeat once they've taken flight, so nail them while they're still hanging from the ceiling.

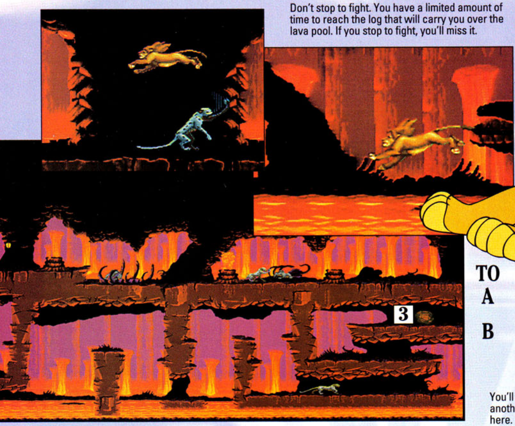
1 DROP THE ROCK

Jump and slash at the triangular rock overhead. When you strike it three times, it will fall and break a hole in the ground. You can go through the opening and decide whether to go left or right. Take the left route.



2 FIGHT OR FLIGHT?

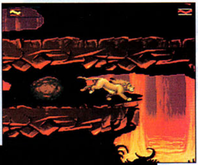
Don't stop to fight. You have a limited amount of time to reach the log that will carry you over the lava pool. If you stop to fight, you'll miss it.



TO
A

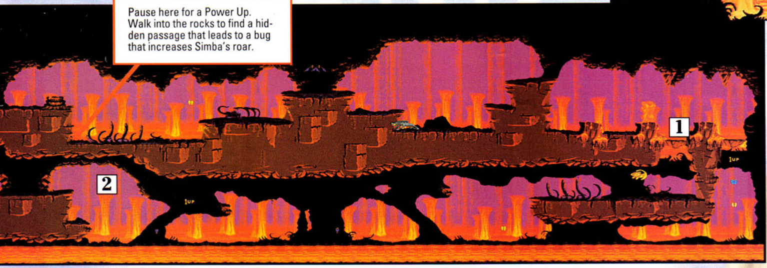
B

3 RUN FOR IT!



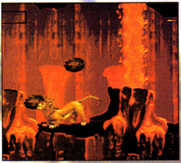
You'll have to outrun another rolling stone here. Hold Right on the Control Pad and go.

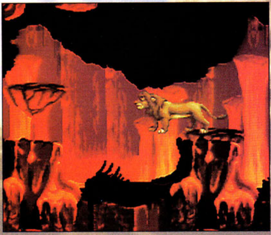
Pause here for a Power Up. Walk into the rocks to find a hidden passage that leads to a bug that increases Simba's roar.



4 WAIT AND WATCH

If you hurry to the left, you'll be pounded by falling boulders. Stand on the ledge, wait for the boulders to fall, then hurry to the left before the next rock falls.

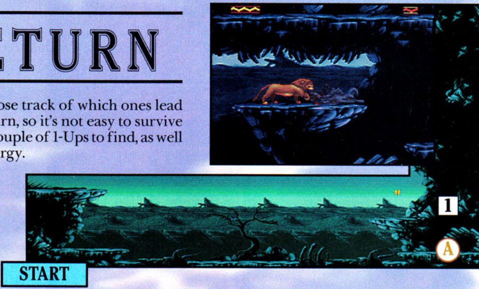




STAGE 9

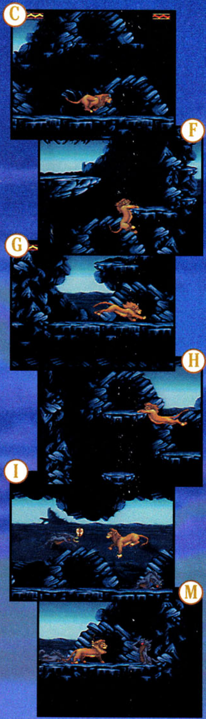
SIMBA'S RETURN

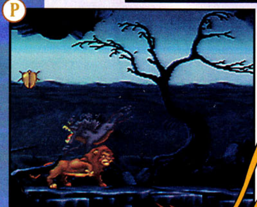
Stage 9 is a series of caves, and it's easy to lose track of which ones lead where. There are hyenas hiding at every turn, so it's not easy to survive long enough to reach the exit. There are a couple of 1-Ups to find, as well as Power-Up Beetles that replenish your energy.



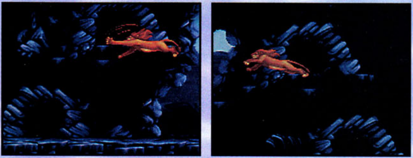
THE FAST TRACK

If you don't want to take the time to find the power-ups in this region, you can cut to the chase by taking the most direct route to the stage's main enemy. Enter the last cave on the right and work your way through the pack of hyenas to the end. There is no mid-stage Continue, so find all of the Power-Up Beetles on the route.



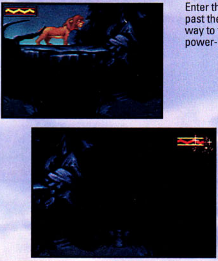


1 THE UPPER DECK

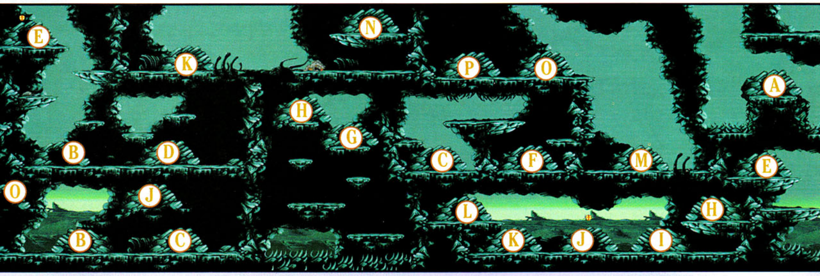


You can see some caves on the upper level. Try as you might, you won't be able to jump up to them. You're not missing anything, though; they're just exits.

2 EXTEND YOUR LIFE



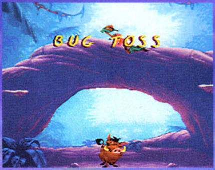
Enter the second cave and fight your way past the hyenas to this area. Walk all the way to the right, behind the rocks, to find a power-up that extends your Life Meter.



THE BONUS STAGES

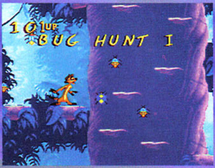
If you find the brightly colored Bonus Bugs hidden throughout the game (usually in out-of-the-way places), you'll get to try to earn 1-Ups in Bonus Rounds at the end of the stages.

THE BUG TOSS



Try to catch as many of the falling Bugs as you can. If you miss a single one, the Bonus Round will be over.

BUG HUNT: I, II & III



In other Bonus Rounds, you'll have to hunt Bugs down. Watch your footing—you don't want to fall.

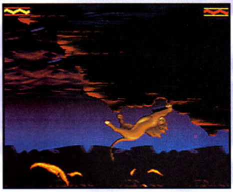
STAGE 10

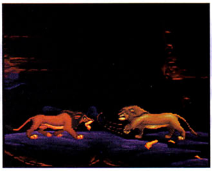
PRIDE ROCK

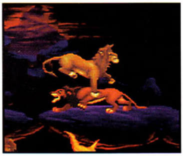
It's time for Simba to prove that he's worthy to take the throne as king of the jungle, and Pride Rock is the proving ground. Of course, his old nemesis, Uncle Scar, is also out to prove something, too. If Simba is to dethrone him, he's in for the fight of his life.

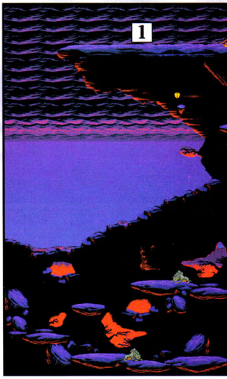
1 SPAR WITH SCAR

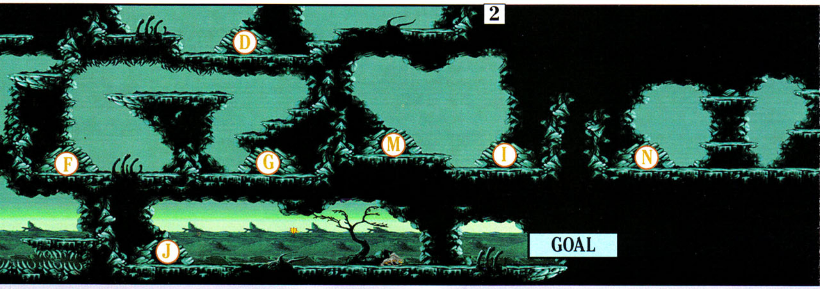
You'll meet up with Scar more than once. Your one-paw Slash will keep him at bay, but it won't hurt him. You'll have to throw him to cause damage, and he's dangerous in close quarters.



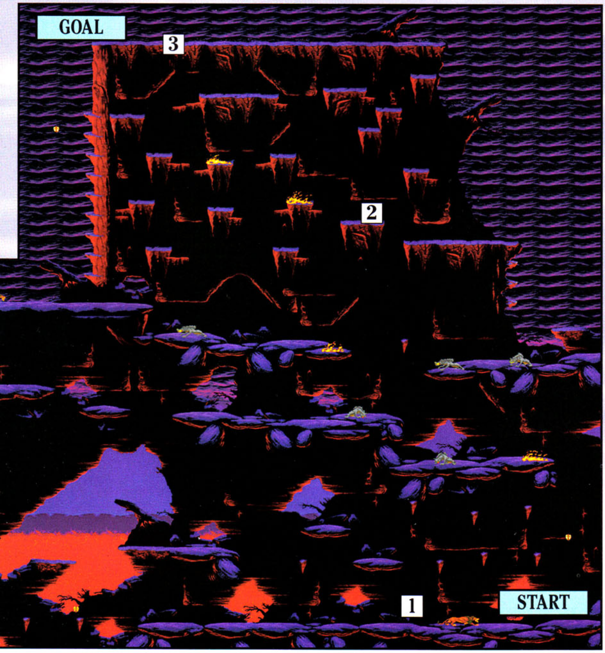




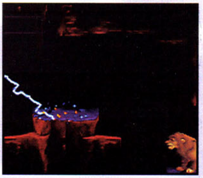




Don't miss the oh-so-hot Lion King code revealed in this month's Classified Information!

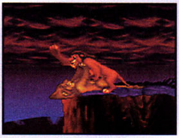


2 THUNDER

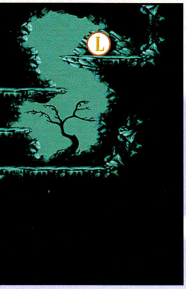


On your way up here, you must avoid th
some damage, go ahead and jump to th
tinue moving up. It's a tough route, but i

3 THE SHOW



The last time you meet Scar, it will be a fight to the finish. If Simba is to assume the throne, and shoulder the responsibilities that come with it, he must prove his strength and valor in battle. As an opponent, Scar is a most worthy adversary.



ROCK

e lightning strikes. If you can take
e left, go through the flames and con-
's shorter than going around the fire.

DOWN

THE MAKING OF LION KING

DISNEY ANIMATORS AND VIRGIN GAMES TEAM UP TO CREATE A CLASSIC

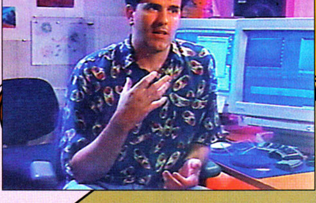
THE MAGIC OF Disney ANIMATION

Virgin Games' Westwood Studios teamed with Disney animators to capture Disney magic in their Lion King video game.

Virgin Games and Disney broke new ground with the simultaneous release of Lion King, the animated movie, and Lion King, the video game. For the first time, a game was released while the movie was still playing in theaters. While Disney created the movie, Virgin's Westwood Studios was using the same story line to produce its game. All of the characters and all of the graphics were hand-drawn, one at a time, by Disney Animators, and some of Simba's actions required as many as 50 drawings. In all, Disney produced 2,000 frames of animation for the game. After Disney perfected the frames, they were sent to Westwood Studios, where their artists scanned them into their computers and colorized and sized them to fit into the game. Using Disney animators, and animators who actually produced artwork for the movie, helped Westwood capture the lively animation that makes the movie so appealing. They were able to capture the distinct personalities of the characters. Disney animators were also excited about working on a video game. Chuck Williams, Production Specialist at Walt Disney Feature Animation, commented on his experience. "What's exciting about working on a video game is that it gives the player a chance to become Simba—not only to see the character on a big screen in the film but to play him in the environment that is so much like the film's—to act out Simba's role in the video game just like it is in the movie..." And as exciting as it was for everyone involved in the production of the game, it's going to be even more exciting for players to assume the role of the king of the jungle.

Westwood took the scanned images, colorized them, and sized them to fit into the game.

Disney animators created detailed backgrounds that were then scanned into computers by Westwood studios.



Disney Production Specialist Chuck Williams found it exciting to work on a game that would let players control Simba within an environment like the movie's.

DONKEY KONG
LAND
TM

COMING SOON TO YOUR
GAME BOY FROM NINTENDO

NINTENDO POWER

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WVBA TITLE MATCH

SUPER PUNCH-OUT!!

CHAMPION
BALD BULL
• 34 WINS–19 LOSSES

VS

CHALLENGER
YOU
• 3 WINS–0 LOSSES

WORLD VIDEO BOXING ASSOCIATION

The exclusive strategies revealed here will allow you to defeat any of the 16 Super Punch-Out!! boxers in no time flat. It's true! You can become the Nintendo Video Boxing Association's Champ with ease!

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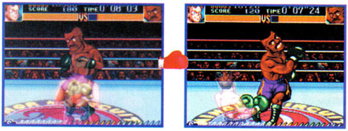
WHAT IT TAKES TO WEAR THE BELT

BASIC TACTICS

There are only so many punches you can throw in this game. It's the way in which you combine your punching options that determines whether or not you will be victorious in the ring.

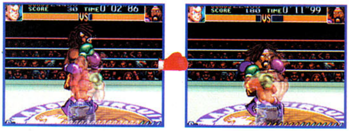
GOOD DEFENSE

"The best offense is a good defense." You've heard that one before, right? Well, a good defense isn't your best offense in this game, but it is crucial. Learn when and how to block and/or dodge punches.

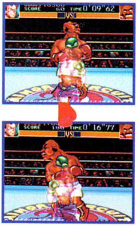


QUICK LEFT JABS

Besides a Knockout Punch, the left jab is the best punch that you have. It's the quickest attack. Whether used alone or in conjunction with other punches, the left jab will be the one that you come back to again and again. Experiment with holding the Button down.



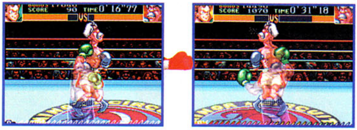
HIT LIMIT



Depending upon your opponent, there are only so many punches that you will be able to throw and land during a single flurry of flying fists. Some opponents leave themselves open to more hits if you throw left/right combinations at them. Some are more susceptible to jab/body blow combos. You'll often find yourself waiting for your opponent to make a move. When he does, be ready to take advantage of the position that he's let himself get into.

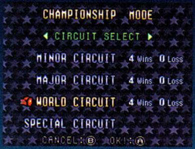
KNOCKOUT PUNCHES

When you have landed enough punches to fill your Power Meter and the "S" flashes in the bottom left corner of the screen, you can throw a Knockout Punch. It's very powerful and can penetrate an opponent's block.



HOW TO ENTER THE SPECIAL CIRCUIT

As you fight your way up through the Super Punch-Out!! ranks, the game keeps track of your win/loss record. Your goal is to lose as few fights as possible. In fact, in order to enter the Super Punch-Out!! Special Circuit, you have to complete the Minor, Major and World Circuits without losing a single bout! Once you've had a chance to tangle with the initial twelve boxers, begin a new game with the intent of not losing any bouts. Remember that zero losses gets you to Narcis Prince, Hoy Quarlow and the Bruiser Bros!



CHAMPIONSHIP MODE

◀ CIRCUIT SELECT ▶

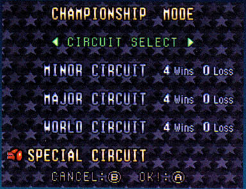
MINOR CIRCUIT 4 Wins 0 Loss

MAJOR CIRCUIT 4 Wins 0 Loss

WORLD CIRCUIT 4 Wins 0 Loss

SPECIAL CIRCUIT

CANCEL:Ⓑ OK!:Ⓐ



CHAMPIONSHIP MODE

◀ CIRCUIT SELECT ▶

MINOR CIRCUIT 4 Wins 0 Loss

MAJOR CIRCUIT 4 Wins 0 Loss

WORLD CIRCUIT 4 Wins 0 Loss

SPECIAL CIRCUIT

CANCEL:Ⓑ OK!:Ⓐ

When you have no losses, the Special Circuit beckons to you to enter! Only the best boxers will emerge from the Special Circuit without serious damage.

MINOR CIRCUIT

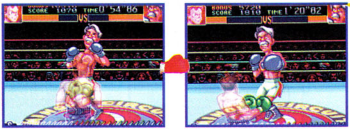
GABBY JAY

Gabby's only win came against Glass Joe. Remember him? If you have trouble with Gabby, you're hurtin'.

COUNTRY	FRANCE
AGE	56
WEIGHT	110 lbs
RECORD	1-99

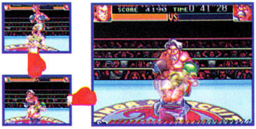
GABBY'S JAB

Gabby Jay telegraphs all of his punches. In other words, you can see them coming far in advance. That's why he hardly ever wins.



HOP, SKIP & A HOOK

When you throw rapid punches, it will frustrate Gabby. He'll back up, shout "C'mon, c'mon" and charge in at you. Dodge to the left to avoid his uppercut and then let him have it with all you've got. It's the perfect time to throw a Knockout Punch.



QUICK KO!

NP RECORD: 6.64 seconds

Nail Gabby Jay with five left jabs and then come back with two right jabs. If all of the punches land, they should be enough to max out your Power Meter. Tag Gabby with a Super Uppercut. He'll stagger around. When he comes back into position, lambaste him again with a Super Hook. This combination of punches will send Gabby Jay to the locker room! If you are going to go for the quickest KO that you can get, follow the instructions as we detail them in these QUICK KO! segments. Some of the boxers make random moves, so if the bout doesn't go the way you want it to, follow these steps, choose to Retire and try it again.

MINOR CIRCUIT

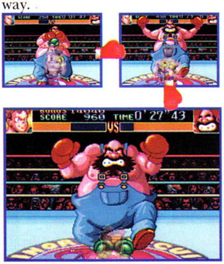
BEAR HUGGER

This big beast looks much like the animals that he beat up routinely in the forests of central Canada.

COUNTRY	CANADA
AGE	32
WEIGHT	440 lbs
RECORD	17-12

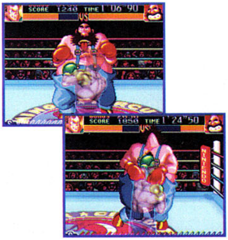
BEAR CLAP

Avoid Bear Hugger's overhead Bear Clap by ducking out of the way.



HIT HIS FACE

Hitting Bear Hugger in the gut does no good. It obviously won't hurt him. Concentrate on his hairy face!



QUICK KO!

NP RECORD: 17.71 seconds

Immediately tap Bear Hugger's gloves with a jab then duck when he offers up his overhead Bear Clap. Come right back at him with five left jabs. Repeat this process until you have built up to a Knockout Punch. Give him Rapid Super Uppercuts until his corner tells him to attack. Block his jab, then counter with a right jab and let him have two more Super Uppercuts. He should be dizzy now. As he moves toward you, smack him with yet another Super Uppercut.

MINOR CIRCUIT

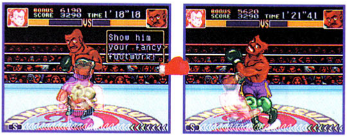
PISTON HURRICANE

Piston Hurricane thinks he's better than he really is, but his face hits the canvas with the best of 'em!

COUNTRY	CUBA
AGE	25
WEIGHT	175 lbs
RECORD	21-0

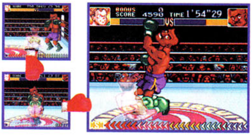
FANCY FOOTWORK

Piston Hurricane is notorious for his excellent footwork. His lateral moves are outstanding. Your punch timing will be especially critical.



PISTON PUNCH

Piston backs off and then moves in from your right. He throws a barrage of high and low punches that you have to block. When he pauses, move out of the way because he'll throw a huge uppercut. By this time, he'll be tired, so lay into him with all you've got!



QUICK KO!

NP RECORD: 6.13 seconds

Putting Piston Hurricane on the canvas is actually easier than you may think. However, your timing must be dead-on if you want to score a Quick KO. Begin by hitting Piston with eight left jabs. He'll go into his "bob and weave" routine. Hit him with a Super Hook just as he comes out of this evasive maneuver. It may take some practice to get the timing just right.

MINOR CIRCUIT

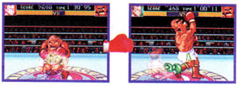
BALD BULL

Bald Bull's infamous Bull Charge is by far his best move. And, ironically, it can also be his downfall.

COUNTRY	TURKEY
AGE	36
WEIGHT	240 lbs
RECORD	34-19

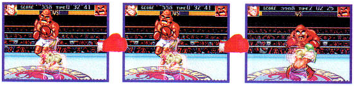
UPPERCUT

Bald Bull squats down before he throws his uppercut. Move out of the way!



THE BULL CHARGE!

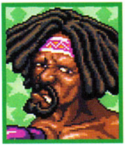
If Bald Bull manages to land the punch that finishes up his Bull Charge, you'll be smooching the canvas. What you need to do to counter this move is to land a body blow as Bald Bull gets close to you. Hit him just before his last hop.



QUICK KO!

NP RECORD: 9.45 seconds

Nail Bald Bull with two left jabs, then hit him with a right body blow to counter his punch. Come back with two right body blows, pause momentarily, then land another left jab to counter. Land yet another right body blow and follow it with a Super Hook. A Super Uppercut should come next, taking the wind out of him and making him dizzy. He'll do a dizzy spin around the ring. Use another Super Uppercut (timing is critical here) as he comes around to knock him down. When he gets up, he'll give you a Bull Charge. You know what to do from here!



MAJOR CIRCUIT

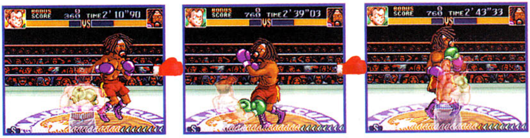
BOB CHARLIE

Bob's flamboyant style has gotten him far in the world of boxing. Not far enough, though.

COUNTRY	JAMAICA
AGE	26
WEIGHT	140 lbs
RECORD	23-13

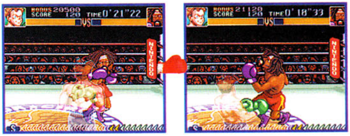
BASIC BOXING WITH BOB

Like Piston Hurricane, Bob Charlie likes to use fancy footwork. He bobs right, sets up, then throws left and right punches as well as a big uppercut. Your best moves to counter are to dodge left or right and punch back.



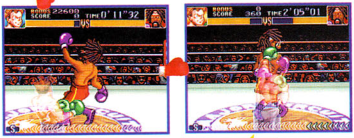
UPPERCUT OPENINGS

Check the position of Bob's jaw as he throws one of his uppercut punches. It looks like a prime place for you to apply powerful punches! Counter punches play an extremely important role from here on out.



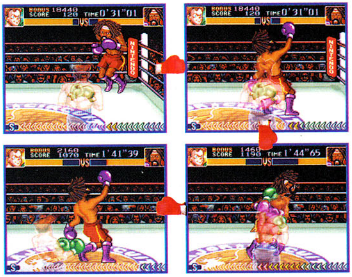
SHUCK 'N' JIVE

When Bob's corner tells him to shuck 'n' jive, Bob turns up the heat. He throws a few different punches. You have to be quick with your blocks and dodges.



JIVE SOME MORE

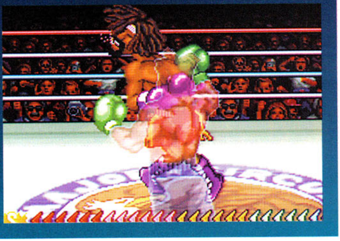
When Bob moves to the back of the ring and crouches down, you can bet that he's going to come at you with one of his best moves: a spinning roundhouse uppercut. Just as Bob's timing has to be right on for him to land it, your timing must be exact to counter it. Dodge to the side when he swings around for the final time.



QUICK KO!

NP RECORD: 6.35 seconds

Bob's pretty easy to KO! Start off with seven left jabs. He'll stagger back and lose his balance. If you hit him with a Super Uppercut just as he comes back toward you, he'll hit the mat. When he comes back for more, throw two big Super Hooks. Lights out, Bob Charlie! Good night.



MAJOR CIRCUIT

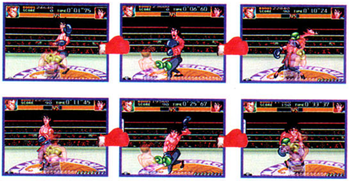
DRAGON CHAN

Dragon Chan dishes out some wild attacks, but once you figure him out, he isn't much of a defensive wizard.

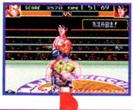
COUNTRY	HONG KONG
AGE	22
WEIGHT	130 lbs
RECORD	15-7

HE'S ALL OFFENSE

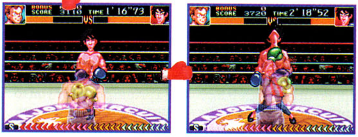
As a general rule, counter punching against Dragon Chan works wonders. If you can hit him at the right time, he won't be able to block your punching raids.



HEAL STOPPER

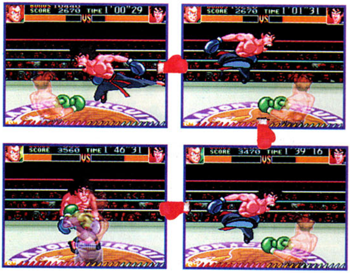


From Chan's corner comes a message telling him to heal himself. Reacting to it, Chan takes a short break to "recharge" his energy level. You can put a stop to it with a well-placed blow to his chin.



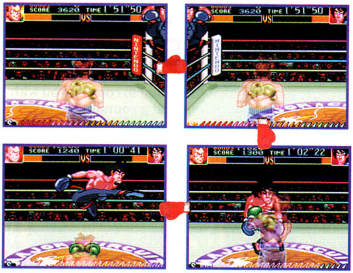
TRIPLE KICK

One of Chan's most potent attacks is a triple kick. What you need to do to counter this move is to dodge left or right and then paste him with a body blow after he misses with the third kick.



DRAGON FLY KICK

Chan can hop on top of the ropes and fly across the ring. He's agile! As he approaches you, he may deliver a high-impact kick to your face. Duck to avoid being kicked, then deliver a body blow when he stops.

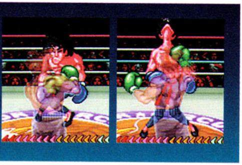


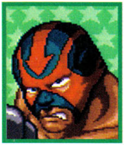
QUICK KO!

NP RECORD:
10.47 seconds

Open with a left jab and then deliver a right jab to counter Chan's punch. Follow this combo with two right body blows. Offer up another right jab to counter, then apply two right body blows again.

Next comes a left body blow to counter his punch, then a right body blow followed by a Super Hook. When he gets up, he will either begin a series of kicks or try to heal himself. Deliver a Super Uppercut before he has a chance to heal. Excellent timing with this last punch is crucial!





MAJOR CIRCUIT

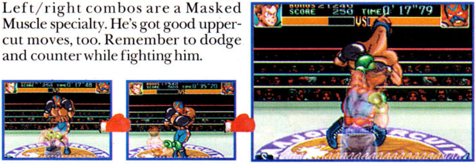
MASKED MUSCLE

Masked Muscle's boxing style is basic, but he's got some moves that can only be seen as "cheap shots."

COUNTRY	MEXICO
AGE	29
WEIGHT	240 lbs
RECORD	19-5

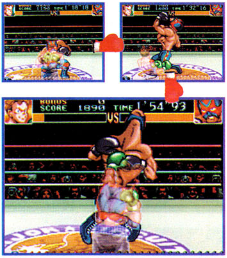
BEHIND THE MASK

Left/right combos are a Masked Muscle specialty. He's got good uppercut moves, too. Remember to dodge and counter while fighting him.



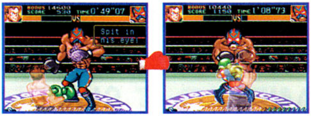
UPPERCUTS

After Muscle crouches deeply, he will throw a huge uppercut. Dodge to the side when he crouches.



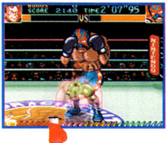
VENOM SPRAY

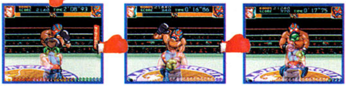
Masked Muscle's corner advises him to spit in your eyes, which partially blinds you for a while. Duck to avoid it and then unload on him with a body blow.



MUSCLER

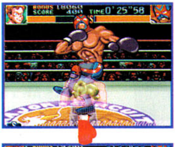
The best thing to do to stop an onslaught of Muscle's punches is to counter with a punch or punches that take your opponent out of his pattern. If you don't feel very threatened by the power of a certain punch, you can just block it, depending on where it's thrown. Block high and low against Masked Muscle's combo.

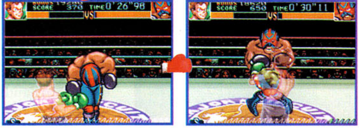




KING COBRA

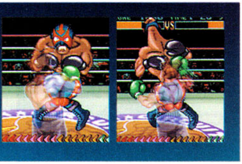
When you see Masked Muscle rear back, he's bound to launch at you with a cheap shot head butt. It's a bit difficult to time your dodge move correctly, but if he misses with the head butt, you can land a body blow.

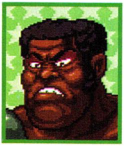




NP RECORD:
7.82 seconds

Open with four left jabs, then apply a right body blow to counter Masked Muscle's left hook. Next, throw two left jabs, then a Super Hook. He falls and quickly returns to his feet. As he is falling, you should be throwing another Super Hook. This will knock him to the canvas. When he gets up again, throw a Super Uppercut and follow it immediately with a Super Hook.





MAJOR CIRCUIT

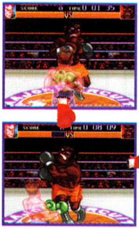
MR. SANDMAN

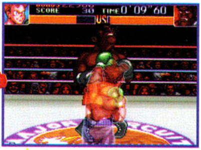
Determined to stay even-tempered, Mr. Sandman can't help but be upset when you try to claim his belt.

COUNTRY	U.S.A.
AGE	20
WEIGHT	270 lbs
RECORD	28-4

SANDMAN SHUFFLE

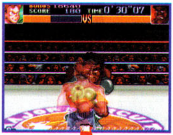
Mr. Sandman has a "classic" boxing style. He doesn't really throw any "sucker" punches, but he will try to fool you by changing his timing. One of his favorite things to do is to turn his body and pause briefly before throwing a big hook.

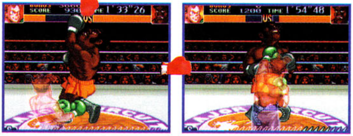




MONSTER UPPERCUT

Mr. Sandman's uppercut move is huge! It's pretty fast, but he does pause a bit when he crouches. If you dodge and make him miss, you'll see his big chin just hanging out there, waiting for you to blast it with a jab.





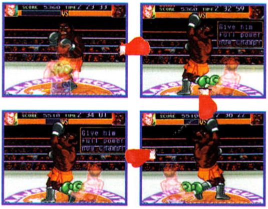
QUICK KO!

NP RECORD: 19.50 seconds

Begin the bout with two left jabs, then follow with a right jab. Next, land two more left jabs. Counter with a right jab, one left jab, then a Super Hook. Deliver a Super Uppercut as he comes toward you to put him down. When he gets up, apply two left jabs, then one right jab to counter, then another Super Hook to knock him down again. "Give 'em full power, Champ," will come from his corner. Counter his punch with a left jab, then give him a right body blow followed by a Super Hook. Dodge his Midnight Sleeper move and then nail him with two right body blows and a Super Hook to finish him off!

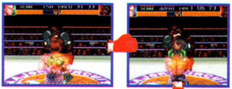
MIDNIGHT SLEEPER

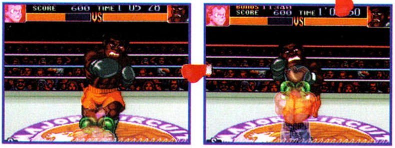
If you find yourself gaining the upper hand (or glove) in a match with Mr. Sandman, you'll see that his corner man is telling him to get with the program. One of his best moves at this point is to throw a triple uppercut combination. He unloads with a left, right, left combination of jaw-busting punches. Dodge appropriately to the right, left and right to make him miss with all three.



STRONG ARM

Strong Arm move is fast and devastating. Mr. Sandman has put many unsuspecting challengers down with this move. He throws two "light" left jabs and follows with a monster right jab. You can block the first two by holding your gloves up, but you have to duck out of the way of the third.





WORLD CIRCUIT

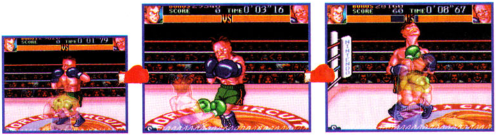
ARAN RYAN

A boxer who relies on finesse, Aran Ryan is dealing with his aggressions the only way he knows how.

COUNTRY	IRELAND
AGE	23
WEIGHT	160 lbs
RECORD	18-10

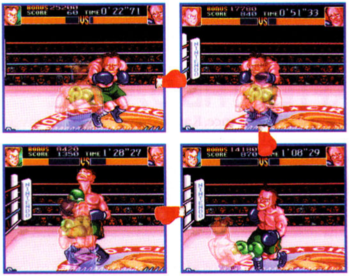
ARAN'S JAB

You can dodge Ryan's jab, but to get the best of him, try to counter it with a jab of your own before he has a chance to throw it. He moves his gloves in a specific pattern before he throws a jab.



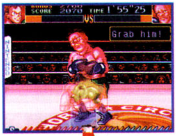
ST. PAT'S JIG

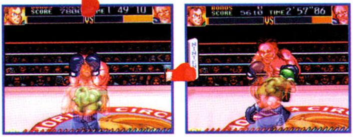
This move can throw your timing off. Ryan moves left and hops back to his right. He then throws a hook. Just dodge his hook and then come right back with a jab.



CLINCHER

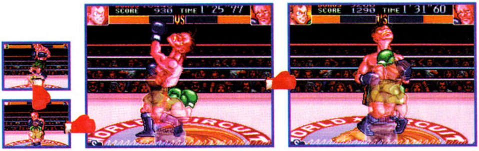
After you've been going at it with Ryan for a while, his corner yells at him to grab you. When this happens, Ryan gives a little head fake, then he comes straight for you and grabs your head. He'll shake you around a bit and throw you to the left. You can shake out of his grasp, but better advice is to dodge it altogether! If you can throw a Super punch, do so to back him off before he grabs you.





IRISH CREAM

Ryan's Irish Cream attack is reminiscent of Piston Hurricane's Piston Punch, except it's much more intense! He'll come at you and throw high/low, left/right jabs and then follow them with a big left uppercut. Block the jabs and sidestep the uppercut.



QUICK KO!

NP RECORD: 11.15 seconds

You'll need precise timing and practice to deliver a Quick KO to Aran Ryan. Begin with two left jabs, hesitate (ever-so-slightly) and deliver two more left jabs. Ryan will sidestep to the left. Quickly apply four left jabs to dizzy him. Give him a Super Hook as he comes around and clutches his gut. He should fall. When he gets up, counter with a right jab then a Super Hook. When he initiates the battle again, he'll momentarily put up his gloves. Just as he does this, deliver another Super Hook to put him back down. When he gets up, a Super Uppercut should do him in.

WORLD CIRCUIT

HEIKE KAGERO

The slender man from Japan with the long, dangerous tresses has plenty of sly moves to throw your way.

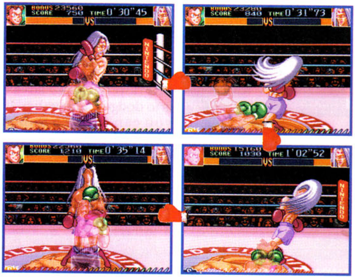
COUNTRY	JAPAN
AGE	19
WEIGHT	120 lbs
RECORD	14-8

KAGERO CROSS

You may think that Kagero is going to throw a single jab, but no. He can throw several. Another move he likes is to throw a left jab and follow it with a right hook. Try to get a jab in between his punches.

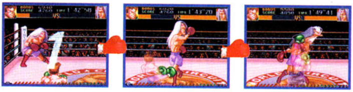
HAIR WHIP

Kagero gives a clue when he's going to do the Hair Whip. He holds his gloves a certain way. His hair whips around twice. Dodge left on first whip, then duck on second. Deliver a jab or Super Uppercut at this point.



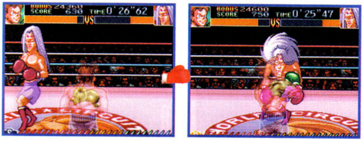
CROSS UPPERCUT

Immediately after Kagero gets up off the canvas, he'll throw a right hook. Look for it, dodge to the left, then come back with a left jab to his face.



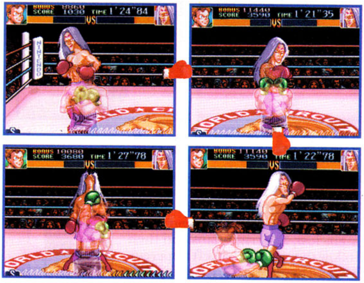
MIRAGE DANCE

Kagero flashes and moves left and right ultra-fast. When he stops, deliver a body blow before he can punch you.



AFTER THE DANCE

After the Mirage Dance, Kagero hops left, right, delivers a 3-jab combo, then comes in with a right hook.



QUICK KO!

NP RECORD: 13.60 seconds

Open with six left jabs and then a right jab to counter. Your Power Meter should be full at this time. Deliver a Super Hook and follow it with another Super Hook when he comes into position. This knocks him into the back turnbuckle and down to the floor. When he gets up, he will start to throw an uppercut. Counter it with a left body blow. At this point, he'll be stunned. Throw a Super Hook, then wait for his right hook and counter it with a left body blow. While he's stunned again, throw a right body blow and then a Super Hook to knock him down. When he gets up, throw a left body blow and a Super Hook to finish him off.

WORLD CIRCUIT

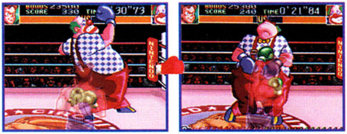
MAD CLOWN

Mad Clown is seriously underrated! He's one of the most difficult boxers to defeat in the whole game.

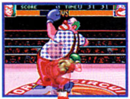
COUNTRY	ITALY
AGE	27
WEIGHT	370 lbs
RECORD	17-9

NO BODY BLOWS

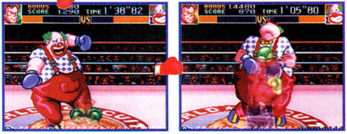
Don't waste your time trying to hurt Mad Clown with body blows. He's too fat! The fact that he is affected only by blows to the face makes the battle more difficult.



MAD BACKHAND

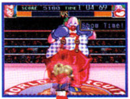


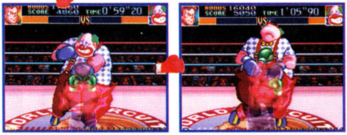
You may think it's an uppercut that missed, but Mad Clown comes right back with a quick, sweeping backhand punch. Duck! You don't want to be on the receiving end of this one!



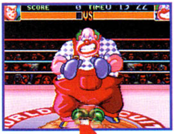
SHOW TIME!

After you've knocked him down twice, Mad Clown goes nuts! His Show Time move involves throwing three left jabs followed by a right hook. After that, he pulls out everything in the book! To stop the Show Time riot act, deliver a left jab to his chin just as he is getting up from the second knockdown. Follow it with a Super Uppercut.

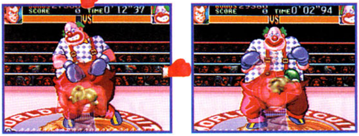




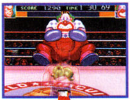
BIG TOPPER



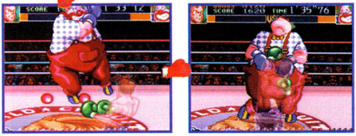
Mad Clown moves his head from side to side before he does the Big Topper. He'll try to grab your head with both gloves and put the hurt on you that way. If he does grab you, shake out of it and avoid his uppercut.



JUGGLING ACT



When Mad Clown does back flips, he'll break out the juggling balls and then toss them at you. Dodge the balls and duck the Big Topper move that he tries to follow up with. Retaliate with a jab.



QUICK KO!

NP RECORD: 9.84 seconds

Throw three left jabs and then a right jab to counter. Follow that with two left jabs and a Super Uppercut to knock him down. When he gets up, throw a right jab to counter, a left jab and then another Super Uppercut for the second knockdown. He'll go into his Show Time act at this point. To short circuit this move, immediately deliver a right jab. This should stun him. Follow it, and end it, with a Super Uppercut. Mad Clown has many moves, so if the bout doesn't go as planned, choose to Retire and try it again.

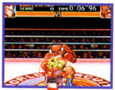
WORLD CIRCUIT

SUPER MACHOMAN

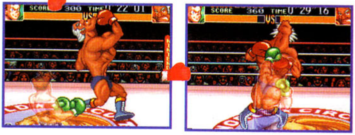
Moderation not being his strong suit, Super Machoman strives to get a total workout...even while he's boxing!

COUNTRY	U.S.A.
AGE	28
WEIGHT	230 lbs
RECORD	29-3

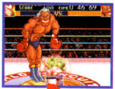
MACHO UPPERCUT



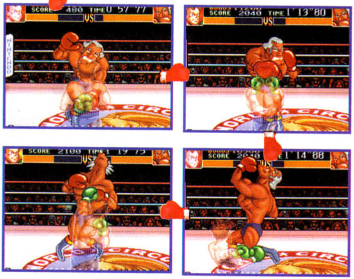
Machoman incorporates deep knee bends into his uppercut move. He pauses slightly as he crouches. At this point, you can deliver a left body blow to mess up his routine.



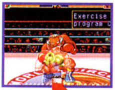
JAB & UPPERCUT



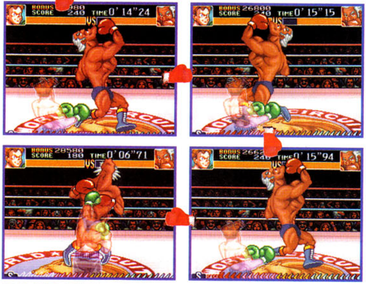
Some of Super Machoman's moves appear to have no meaning or use. That's not the case with this combo. Block his low punch, block his high jab, then dodge his left uppercut.



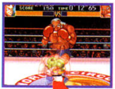
EXERCISE PROGRAM C



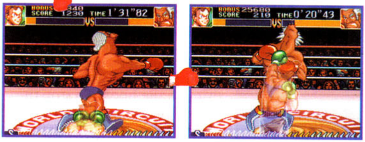
Machoman's Exercise Program C involves three successive uppercuts. He rips them off quickly, but you can dodge each one by moving to the left. After he finishes, land a left jab!



SUPER SPIN PUNCH



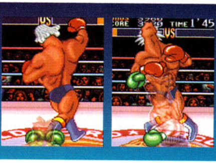
This is Machoman's most famous move! He can spin around many times in a row. You just have to duck. He'll be more vulnerable when he stops.



QUICK KO!

NP RECORD: 17.03 seconds

Deliver a left jab to open the fight and follow it with a right jab to counter his left. To put him down for the first time, score two left jabs, one right jab, two left jabs, a left body blow and then two Super Uppercuts. When he gets up, throw a left body blow to counter his right hook, then dish out two more right body blows while he is stunned. To knock him down a second time, counter his left hook with a right body blow and then serve up a Super Uppercut. When he gets up this time, he goes into a spin-punch move. Duck to avoid the spins, then counter with a jab and a Super Uppercut to take him out.



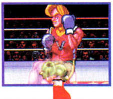
SPECIAL CIRCUIT

NARCIS PRINCE

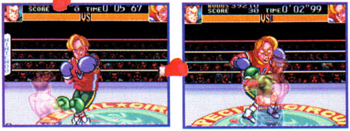
Some may assume the V on the Prince's sweater stands for "Victory." "Vanity" is more fitting, though.

COUNTRY	ENGLAND
AGE	20
WEIGHT	150 lbs
RECORD	12-3

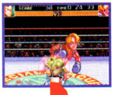
EAR TO JAB



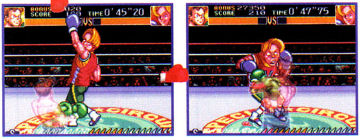
Narcis has a very fast jab move. He raises his glove for an instant and then extends it toward your face! Dodge it and then come back at him with a damaging right body blow.



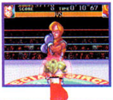
ROYAL UPPERCUT



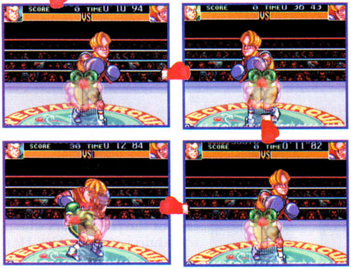
It may not be obvious to you, but you can take Narcis out of his uppercut move if you deliver a body blow as he is in the crouching position. Again, it's a precise timing thing.



BRITISH BLASTER

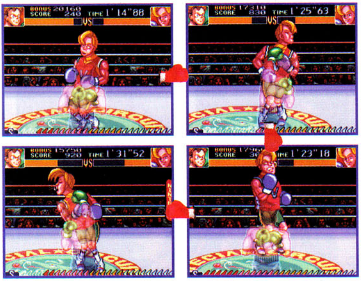


This combo is fast, but you can block it and have no problems. Put up your dukes and keep them up until he has thrown his third jab. Retaliate with a right body blow.



PEEVED PRINCE

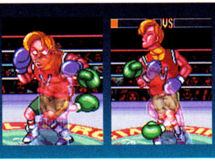
One of the best things you can do during your battle with Narcis Prince is to make him mad. To do this, you have to hit him in the face...really hard! He's a pretty boy and hasn't been tagged in the face very many times, so it really stuns him when you blast his fair mug.



QUICK KO!

It appears that some of the patterns that Narcis Prince uses are random, so this is just one possible way to defeat him. Open with a left body blow to counter his right hook, then deliver a left jab to make him mad. When he attacks, throw a right jab to counter his left jab, then throw two more left jabs. Next, throw a right jab to counter his left jab plus one more left jab and a Super Uppercut. Follow with a right body blow to counter his left hook. This should stun him. Tag Narcis with a Super Uppercut for a knockdown. When he rises, throw another Super Uppercut to knock him down for the count.

NP RECORD: 14.98 seconds



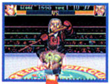
SPECIAL CIRCUIT

HOY QUARLOW

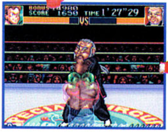
Because his "boxing" style is so different from the others, Hoy may be the most difficult boxer you'll face.

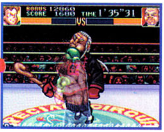
COUNTRY	CHINA
AGE	78
WEIGHT	100 lbs
RECORD	62-13

TRIPLE STICK



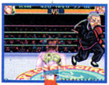
When Hoy lifts his stick up to his right, prepare to block. You can fend off three quick, right-stick slaps. Give him an uppercut before he comes back at you from the left.

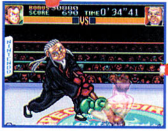


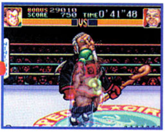


ANCIENT ATTACK

Hoy Quarlow's forefathers passed this tricky attack move down to him. When he drops down from the top of the screen, he'll swing his stick at you much like a golfer would swing his club. The easiest defense for you is to dodge the stick, but you can get in a jab to counter his move when he has his stick extended. Hoy can repeat this move several times.





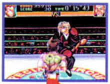


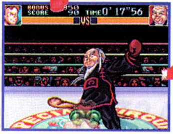
NP RECORD: 15.96 seconds

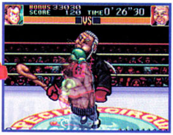
Only the first knockdown on Hoy is guaranteed with this method. You just need to be able to react to his other moves. It's not easy! Open with two left jabs, hesitate, then deliver another left jab to counter his Triple Stick attack. Next, apply a right body blow to counter a left stick. This should stun him. Give him a left jab, hesitate, land another left jab, then counter his Wheel Kick with a right body blow to stun him again. Now you can mack him with a Super Hook. He should be dizzy at this point. His dizzy spin is similar to Bald Bull's spin. Super Uppercut him when he comes around for a knockdown. When he gets up, he pauses and then throws a low right stick. Throw a left jab to counter the stick and follow it with a Super Hook to knock him down again. At this point, he usually goes into his Ancient Attack. Throw a left jab to counter just as the stick approaches your head. It's extremely difficult to beat him!

BACKSPIN PUNCH

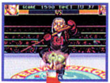
You have to duck to avoid Hoy Quarlow's spinning backhand punch. You should counter with a jab to his face while he still has his hand out. It's a quick move, so you have to react fast to it. In fact, if you don't react fast to every one of his moves, you might as well hang up your gloves and turn off your Super NES!



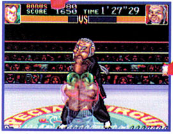


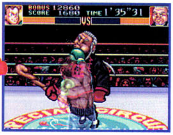


STICK ATTACK, TOO

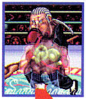


Once again, Hoy uses his stick to try to put the hurt on you. He'll raise it and try to hit you high twice and low twice. Block them all and then come back at him with a right jab.

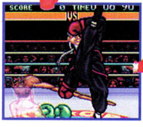


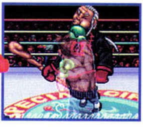


WHEEL KICK



One of the few boxers who'll try to hurt you with a kick, Hoy crouches and delivers a high kick. Dodge it and follow it immediately with a jab, plus whatever else you can throw in.





SPECIAL CIRCUIT

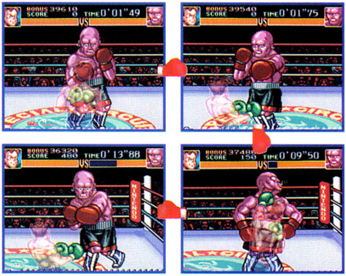
RICK BRUISER

It's best to be offensive with Rick and Nick. You can't counter punch too much. Their stamina is too high.

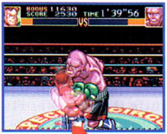
COUNTRY	UNKNOWN
AGE	UNKNOWN
WEIGHT	210 lbs
RECORD	41-1

TRICK JAB

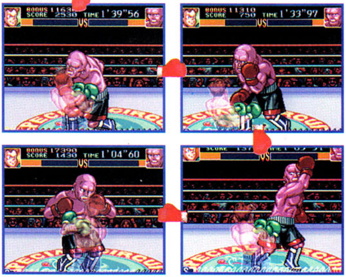
Boxing brutes, the Brothers Bruiser don't play by the rules. After you hit Rick in the face, he can come back at you with a very strong jab. He doesn't even take time to set it up. It's just "right back at you!"



EARTHQUAKER

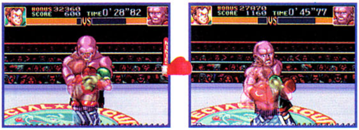


If you get nailed by this move, no matter how much energy you have, you will hit the canvas. Guaranteed. When Rick lands, the ring will shake. Dodge to the left to avoid getting lambasted by an uppercut.



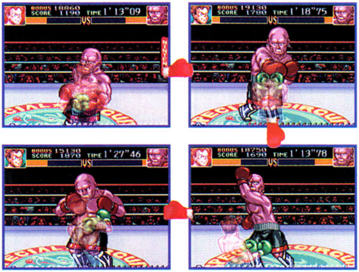
BONE CRUSHER

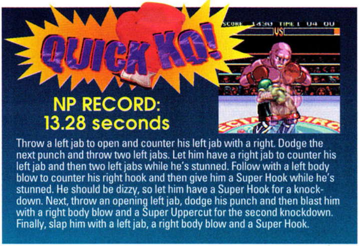
If you find that your glove has turned red, your arm has been disabled by a strong Bruiser Brother attack. You won't be able to punch with it for about ten seconds.



RICK'S RUSH

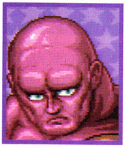
With a little head bob, Rick throws a left cross, a right jab and then a left uppercut. It all happens so fast!





NP RECORD: 13.28 seconds

Throw a left jab to open and counter his left jab with a right. Dodge the next punch and throw two left jabs. Let him have a right jab to counter his left jab and then two left jabs while he's stunned. Follow with a left body blow to counter his right hook and then give him a Super Hook while he's stunned. He should be dizzy, so let him have a Super Hook for a knock-down. Next, throw an opening left jab, dodge his punch and then blast him with a right body blow and a Super Uppercut for the second knockdown. Finally, slap him with a left jab, a right body blow and a Super Hook.



SPECIAL CIRCUIT

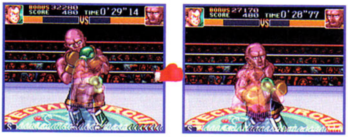
NICK BRUISER

Will you be the boxer who has enough skill and talent to be able to hand Nick Bruiser his first loss ever?

COUNTRY	UNKNOWN
AGE	UNKNOWN
WEIGHT	210 lbs
RECORD	42-0

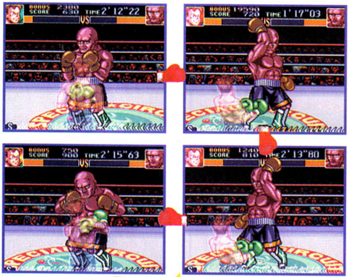
ARM BREAKER

Early on in the fight, Nick can come down hard on your arm and put it out of commission. Dodge or pay.



QUICK UPPERCUTS

Nick gives you a warning before he throws two quick uppercuts—he shuffles his feet quickly. It's not much warning, but it should be enough to allow you to react.



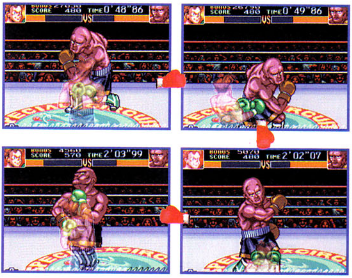
QUICK KO!

NP RECORD: 16.67 seconds

Open with two left jabs, hesitate, then counter his left jab with a right jab. Next, left jab, right jab, left jab, right jab, left jab. Apply another left jab to make him dizzy and a Super Hook for a knockdown. When he gets up, throw a left jab to counter his right jab and land a right body blow while he's stunned. Immediately follow with a Super Hook for the second knockdown. Upon his return, throw a right jab to counter his left jab. He should be dizzy again. Blast a right body blow followed by a Super Hook to take his belt and all the glory!

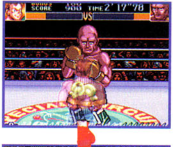
DASH PUNCH

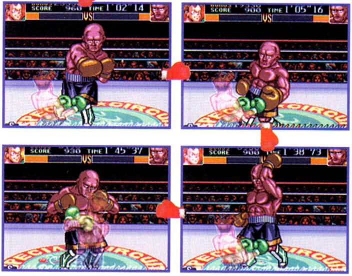
Nick dashes in and offers you an elbow crunch. Dodge it and then duck because he will follow it with a right hook. After his hook, you can counter with several punches. Remember that it's best to stay on the offensive.



NICK'S RUSH

It's a similar to Rick's Rush, but Nick's combo involves a right jab, a quick left hook and an even quicker left uppercut. Dodging three times to your left while the punches fly seems to be the best evasive maneuver.





THE SPORTS SCENE

A SPORTS FEAST

LOU Z. BALL

The variety of Super NES sports games continues to grow with this month's batch of games. Even the most recognized sports, like football in NFL Quarterback Club, get a variety of new options. For sports fans who like to play further afield, we head to the back woods to look at Rally, and we stay off of the beaten track with jet ski racing in Full Throttle Racing. A lot of video game players might think that fishing just isn't exciting enough, but they may change their minds after our triple-review of this year's catch of bass games. If variety is the spice of life, then this month is a feast for Super NES sports gamers.

HIGH OCTANE Page 55

Experience the rush of high speed racing with Acclaim's Newman Haas Indy Car Racing With Nigel Mansell. This is one of the smoothest racers found anywhere.

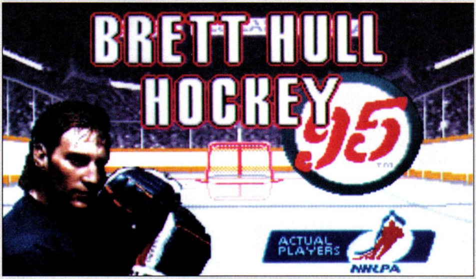
OFF THE SCALES Page 58

Grab your spinners and plugs and head out to Lake SNES for some first-rate bass fishing. How do the three bass titles weigh-in?

DOWN AND OUT Page 59

Professional wrestling games may not be anything new, but these two Paks pack in the digitized images and sounds of America's favorite brawlers.

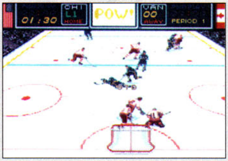
ICE THE COMPETITION



By Sports Accolade

San Jose, CA—Sports Accolade and the development team at Radical Entertainment have gone the extra mile to make improvements all around in this year's edition of *Brett Hull Hockey '95*. It now stands head-to-head with EA's NHL '95 as one of the best bets for hockey. This two-player game features smooth animation in a vertical 3-D scrolling view. Although the basic angle is similar to last year's Brett Hull Hockey, this time out the perspective is a bit higher, giving players a better view. The Mode 7 effect of scrolling down the ice is excellent. When you compare the smoothness of the scaling in Brett Hull '95 to ESPN Hockey Night, also covered in this issue, you'll notice that in the latter, the character sprites inexplicably change size at the distant end of the ice. Also impressive in the Accolade game is the AI that controls your teammates. The momentum factor of players on the ice further adds to the reality. Play control and movement feels solid and realistic. Control functions are easy and intuitive and the sound is great! Once again, Al Michaels does the voice over, but he calls out more NHLPA names than he did last year (last year he only identified Brett Hull) and the play-by-play has a great deal more variety. Al truly seems to be calling the action, and that adds even more to the sense of reality.

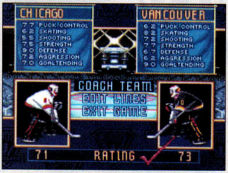
> "The Mode 7 effect... is excellent."



REALITY ON ICE

San Jose, CA—Within minutes of plugging in *Brett Hull Hockey '95*, we saw a vast difference between this product and last year's title. Clearly, Accolade wanted to give players a realistic sense of playing hockey. The graphics, sound, animation, artificial intelligence and play control all enhance the sense of being on the ice. But there's more to this game than meets the eyes and ears.

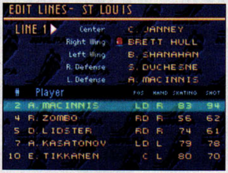
Options include playoffs, full seasons or two-player regular games, 5, 10, or 20 minute periods, instant replay, fouls on or off, edit lines, player stats, sound and announcer controls, goalie in or out, and automatic goal keeping. In short, Brett Hull ‘95 has everything you need to play the game for fun or for serious competition. The one important missing feature is a multi-player option for more than two-players.This is fast becoming a standard for sports games, and it's too bad that a game as good as this doesn't have the additional support.


CHICAGO
77 PUCK CONTROL
62 SKATING
55 SHOOTING
75 STRENGTH
90 DEFENSE
72 AGGRESSION
70 GOALTENDING

VANCOUVER
62 PUCK CONTROL
82 SKATING
72 SHOOTING
77 STRENGTH
67 DEFENSE
62 AGGRESSION
90 GOALTENDING

COACH TEAM
EDIT LINES
EXIT GAME

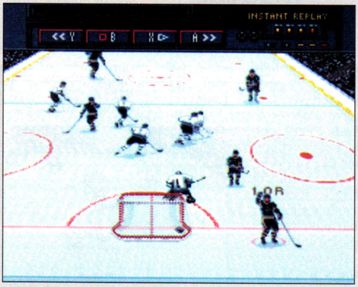
71 RATING 73


EDIT LINES- ST LOUIS

LINE 1 ▶
Center C. JANNEY
Right Wing BRETT HULL
Left Wing B. SHANAHAN
R. Defense S. DUCHESNE
L. Defense A. MACINNIS

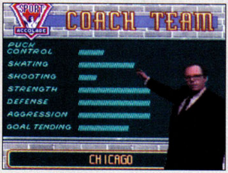
#	Player	POS	HAND	SKATING	SHOT
2	A. MACINNIS	LD	R	83	94
4	R. ZOMBO	RD	R	56	62
5	D. LIDSTER	RD	R	74	61
7	A. KASATONOV	LD	L	79	78
10	E. TIKKANEN	C	L	80	70

"Brett Hull '95 has everything you need"



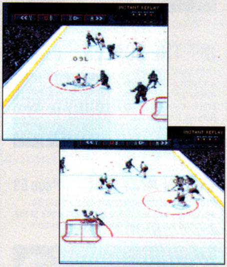
The AI works two ways: helping you out with teammates and attacking you with opponents. On the helping side, it seems that there is almost always someone you can pass to. In most hockey games, the biggest limitation is not being able to see the player you're passing to. Since the field of vision in Brett Hull ‘95 includes good lateral and forward views and some sight of the ice at your back, that limitation is reduced. Of course, you'll have to watch out for opponents who are trying to intercept that pass. The computer opponents are tough, but they aren't infallible. In too many sports games the computer opponent seems inhuman or super human. Not so here. You have a chance, and your chance is also enhanced if you are playing with a good team and a good line.

The only major game play problem is trying to see the puck as it gets slapped around the ice. This is a pretty serious consideration for a hockey game, but with experience and concentration you can get over this hump. The puck, after all, is a pretty small thing. It's just realistic.



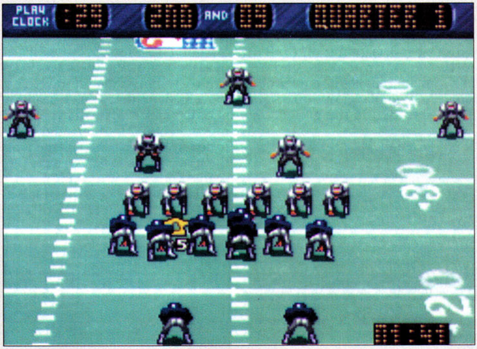
COACH TEAM
PUCK CONTROL
SKATING
SHOOTING
STRENGTH
DEFENSE
AGGRESSION
GOAL TENDING
CHICAGO

One of the best features of Brett Hull ‘95 is the variety of shots. The slap shot with the Y Button allows you to power up by waiting, while the straight shot with the X Button fires the puck just as quickly as your player can swing his stick. Use the first shot when you have the puck at a distance and there's activity closer to the goal. The second shot is perfect in close. Passing and shooting combinations work the best, but you can also practice your one-on-one attack in the Shootout mode. We found that shifting from left-hand to right-hand side shots could throw off goalies.

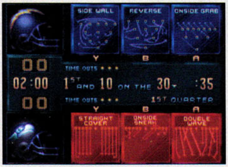


THE QB CLUB HAS ARRIVED

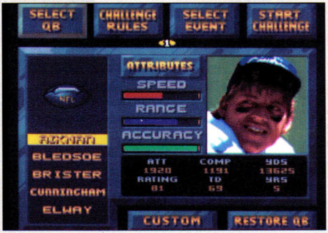
By Acclaim


PLAY CLOCK
:29
2ND AND 05
QUARTER 1

Oyster Bay, NY—At last it's here, and it was worth the wait. Acclaim's *NFL Quarterback Club* has it all—all the complexities of the Madden series and all the ease of play of the Tecmo Super Bowls. In addition to all that, you also play the multi-player QB Challenge, testing your basic skills using any of the first-string QBs in the league. Well, almost. Montana is missing. You can even create a custom QB. The control sequences in the Challenge may not be clear at first, and the rules of the Challenge should also be reviewed before you hit the field.


SIDE WALL
REVERSE
ONSIDE GRAB
Y
B
A
00
02 :00
00
TIME OUTS • • •
1ST AND 10 ON THE 30
:35
TIME OUTS • • •
1ST QUARTER
Y
B
A
STRAIGHT COVER
ONSIDE SNEAK
DOUBLE WAVE

The Challenge is a fun diversion, but where this game truly shines is on the gridiron. Using a Madden-style interface and a similar passing scheme, QB Club features excellent graphics and all the options you might want. One special feature is the ability to put any QB on any team. So you think having Aikman on the Oilers might have helped? Give it a shot. The Simulation Mode allows you to try to overcome obstacles in historic situations from past NFL seasons. On the field, the action takes place vertically, with receivers identified by their button letters.

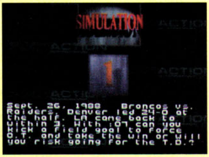

SELECT QB
CHALLENGE RULES
SELECT EVENT
START CHALLENGE
1
ATTRIBUTES
SPEED
RANGE
ACCURACY
AIKMAN
BLEDSOE
BRISTER
CUNNINGHAM
ELWAY
ATT 1920
COMP 1191
YDS 13625
RATING 81
TD 69
YRS 5
CUSTOM
RESTORE QB

> **"...a Madden-style interface and a similar passing scheme..."**

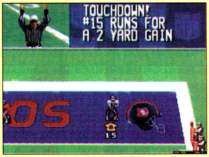
Play selection is similar to Madden '95. Complete stats are kept and an instant replay camera can be set on any section of the field, even away from the play. As in most video football games, running can be brutal if you don't pay attention to blocking schemes. Passing is easy. You can call audibles both on offense and defense. You also have full control of defensive players, including the ability to switch to the ball during passing plays. Even the Madden-style of play-screen selection was used. Imitation may be the sincerest form of flattery, but QB Club also adds its own dimensions with the Challenge and Simulation modes. QB Club is a winner in its own right.

WHAT IF...?

What would have happened if the coach had called a different play or the receiver hadn't stumbled? That's what the Simulation mode in QB Club is all about. Most of the situations are close contests that have come down to the wire. Can you rewrite history? We sure had fun trying.


SIMULATION
1

Sept. 26, 1988 Broncos vs. Raiders. Denver led 24-0 at the half. LA came back to within 3. With :07 can you kick a field goal to force O.T. and take the win or will you risk going for the T.D.?

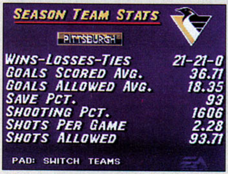

TOUCHDOWN!
#15 RUNS FOR
A 2 YARD GAIN

Choose your favorite QB and put him in the toughest situation you can think of.

NHL '95

By EA Sports

San Mateo, CA—It's a new year, and that means that EA Sports is sure to have updated versions of its award-winning sports games. Actually, *NHL '95* came out at the end of 1994, and therein lies its only problem. The five-player option originally included in the game was scrapped at the final moment to make the holiday window. Too bad. That one option set the game in a league of its own. As a two-player Pak, NHL '95 has most of the features of earlier versions plus a Trade feature that lets you customize your team during the season. You can also create custom players from scratch. On the ice, the hard hitting action takes place from above the rink. This viewpoint isn't as realistic as Brett Hull '95, but it has the added advantage of clearly showing the puck. Play control is simple and intuitive. The movement on the ice feels realistic and the puck even takes to the air on some shots. The NHL might like to downplay the contact element of the sport, but NHL '95 is true to the reality with plenty of body checking. The bottom line is that this is a good game, but not all that different from previous versions.

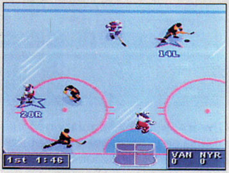


SEASON TEAM STATS

PITTSBURGH

WINS-LOSSES-TIES	21-21-0
GOALS SCORED AVG.	36.71
GOALS ALLOWED AVG.	18.35
SAVE PCT.	93
SHOOTING PCT.	1606
SHOTS PER GAME	2.28
SHOTS ALLOWED	93.71

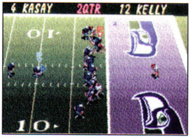
PAD: SWITCH TEAMS



SUPER TECMO BOWL SPECIAL

By Tecmo

Torrance, CA—Update. Tecmo has created an instant collector's item by restricting the number of Super Tecmo Bowl Special Edition copies to a mere 15,000. It may have sold out by now. If not, and if you're a Tecmo fan, look for it. The game has improvements in almost every area over the original Super NES Super Tecmo Bowl.



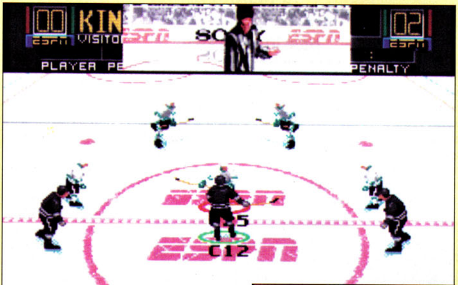
A rare scene—not because of the action, but because there so few copies of this game pak.

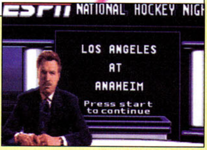
ESPN NATIONAL HOCKEY NIGHT

By Sony Imagesoft

Santa Monica, CA—Sony's *ESPN National Hockey Night* contains some unique features, like a choice between a side-scrolling view and a more traditional vertical view. Surprisingly, the side view turns out to be best because it doesn't have the character scaling problems that are found in the vertical view. This game makes better use of the NHL license and its logos than NHL '95. It also features the realistic organ music that you find in many arenas. Play control is a bit more awkward than it is in Brett Hull '95, mainly because of the choice of buttons and functions and the fact that selected players are shown by arrows, while the action follows the puck. It may take a few minutes to get used to the controls, but there are payoffs. The biggest payoff is the multi-player feature. The biggest problem is the horrible vertical view. Why Sony Imagesoft left it in is a mystery on ice.

> **"...the side view turns out to be best..."**

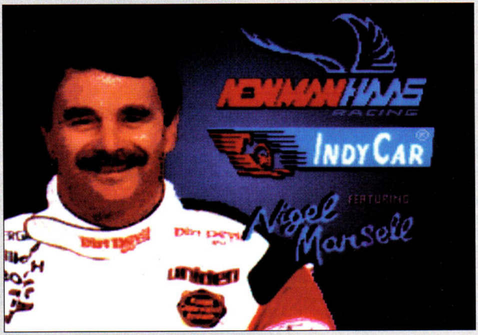


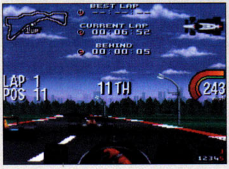


NIGEL MANSELL RETURNS

By Acclaim

Oyster Bay, NY—*Newman Haas Indy Car Racing* from Acclaim puts you behind some of the hottest wheels the world has ever known. Nigel Mansell endorses this product but doesn't dispense any advice, as he does in last year's GameTek title. Where this year's Pak scores over the previous game is in the two-player split screen option, which was missing from GameTek's Mansell. It also measures up in the play control category with exceptionally accurate steering and a true sense of speed.

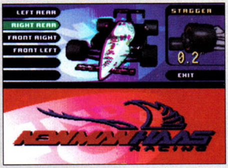

NEWMAN HAAS
RACING
INDY CAR
FEATURING
Nigel Mansell

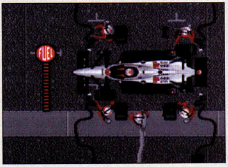

BEST LAP
--:--:--
CURRENT LAP
00:06:52
BEHIND
00:00:05
LAP 1
POS 11
11TH
243

As in most racers, you can choose the manual transmission option for realism or the auto option for a quick and easy driving session. In the Simulation mode, you also get to set up your car for the given track, and true racing rules apply. The Arcade mode lets you plant your foot on the pedal and blow. In addition to the two-player option, you can also race directly against Mario Andretti as a computer opponent. All of these options, and the smooth play control, put Newman Haas in the race, but that's not the whole story.

The first Nigel Mansell game made its mark with great looking graphics that included interesting settings and backgrounds. This time out, the driver would be hard-pressed to notice anything about the bland backgrounds on the 15 tracks. The first game (admittedly not an Indy car game) also had 3-D terrain that felt real. Not so here. Any realistic racing experience must include the aspect of strategy—maneuvering through turns and outsmarting opponents. Part of that strategy has to take into account caution, but in Newman Haas, you can bash your car to a pulp without any effect except lost speed. In Michael Andretti's Indy Car Challenge, if you tried to Rambo through everything, your car would end up as toast. As for the AI of the other drivers in Newman Haas, they tend to drive without mistakes, so playing catch-up can be difficult. Narrow roadways further increase the difficulty of taking the lead. When it comes to the checkered flag, Newman Haas does some things very well, but it falls short in several other categories. Even so, it's definitely worth a test drive.

> **"...exceptionally accurate steering and a true sense of speed."**


LEFT REAR
RIGHT REAR
FRONT RIGHT
FRONT LEFT
STAGGER
0.2
EXIT
NEWMAN HAAS
RACING



Oral Octane Overload!

OCTANE 150
JATOT
JATOT
PREMIUM
coffee
High
octane
racing
JAVA
7

Colombian Octane Blend turns even the most under-powered drivers into highly charged racing machines.

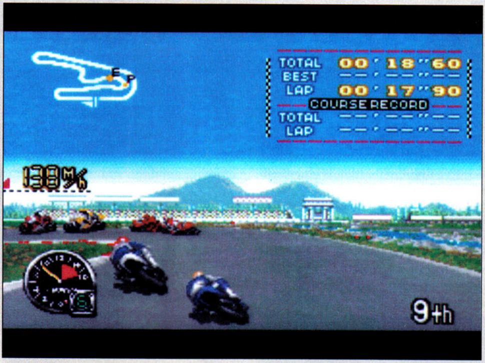
Colombian espresso blend is on tap at your local race track.

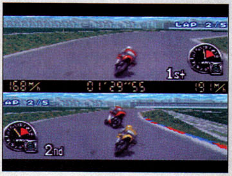
GP-1 REDUX

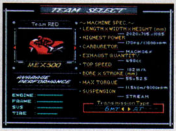
By Atlus

Irvine, CA—Another racing sequel is revving its engines this year, but unlike much of the competition it has only two wheels. *GP-1 Part II* preserves all of the good elements of the first game and adds a twist in the GP Race mode. The first four races of your career are used to determine what team you will represent. If you do well in the initial outings, you'll be assigned to a better team with a higher level of competition. Poor showings result in an easier circuit. If you improve along the way, the competition will also improve. The great thing about this set up is that no matter if you are an old pro or a rank amateur, you'll have a chance at some glory.

As for the mechanics of the game, the graphics remain detailed and realistic and the sense of speed is good. The animation of the bikes can be rubbery, leaning this way and that. As in Newman Haas, the competition is tough, but passing is easy if you keep up with the pack. Damage doesn't exist in this perfect racing world. The game includes a good two-player split screen view and a Time Attack mode in which you can set records on any of the 17 tracks. GP-1 Part II may have a confusing name, but the game is a clear winner.


TOTAL 00'18"60
BEST LAP 00'17"90
COURSE RECORD
TOTAL
LAP
138 km/h
9th


LAP 2/5
1st
168 km/h
01'29"55
191 km/h
LAP 2/5
2nd

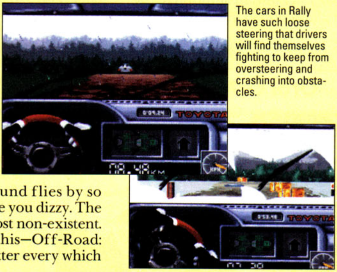

TEAM SELECT
Team RED
MEX500
AVARAGE PERFORMANCE
ENGINE
FRAME
SUS
TIRE
~MACHINE SPEC.~
LENGTH × WIDTH × HEIGHT (mm)
HIGHEST POWER
CARBURETOR
EXHAUST QUANTITY
TOP SPEED
BORE × STROKE (mm)
MAX TORQUE
SUSPENSION
STREAM
Transmission Type
6MT AT

MACHINE TUNE UP
TOTAL 0
ENGINE 0: 70
FRAME 0: 30
SUSPENSION 15: UP
TIRE LV2 16: 30
TUNE UP END

MUDBALL RALLY

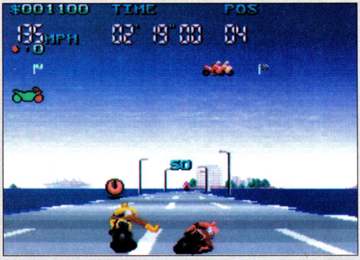
By JVC

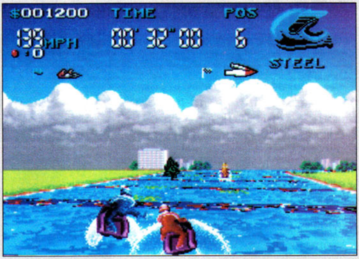
Los Angeles, CA—Ask yourself this question: Have you ever wanted to race through hideous mountain conditions with mud, rain and ice on a road littered with obstacles while driving a car with broken steering linkage? JVC's *Rally* tries—but fails—to bring you the off-road experience. Once you plug this Pak into your Super NES, prepare yourself for a spine-jarring series of one-way races. Some races take place at night, others roar through snow and mud. On the roads you'll swerve constantly to avoid bales, cones, puddles and cops. The scrolling background flies by so fast that it can make you dizzy. The play control is almost non-existent. The final word is this—Off-Road: The Baja does it better every which way.


TOYOTA
TOYOTA

The cars in Rally have such loose steering that drivers will find themselves fighting to keep from oversteering and crashing into obstacles.

FULL OUT RACING


$001100
TIME
POS
185MPH
02'19"00
04
50

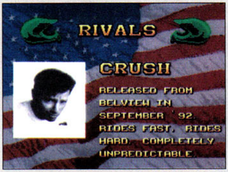

$001200
TIME
POS
188MPH
00'32"00
6
STEEL

By Cybersoft

North Miami Beach, FL—By land or sea, *Full Throttle Racing* goes flat out for speed. Unlike Gametek/Cybersoft's earlier bike/jet ski combination game—Kawasaki Caribbean Challenge—FTR doesn't use digitized images or try to be overly realistic. The game uses the original Nigel Mansell engine, but it isn't the same experience on two-wheels or in the water. This game feels much more like Top Gear with such fantasy features as Nitro boosters, on-track Repair icons, and bags of Money. You also have rival characters that you try to beat in the game. One of the main tactics for getting ahead is to knock your opponents off their bikes. You use the Left and Right Buttons to accomplish this, but it becomes awkward when you find yourself in a kicking match while trying to steer around corners. The play control is far better in the motorcycle races than on the water, as you might expect. Unfortunately, the sloppy control in the jet ski events, although perhaps realistic, isn't fun. One- or two-player options give you added variety. You can also choose to race motorcycles only, jet skis only, or both. The final word is this: motorcycles are okay, like Top Gear on two-wheels, but the jet ski mode takes a dive. Next time, let's hope that they concentrate on one racing mode or the other.

"The play control is far better in the motorcycle races..."

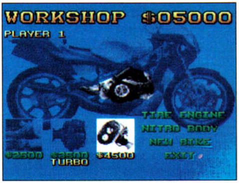
$000900
TIME
POS
060MPH
01'34"00
06
STEEL


RIVALS
CRUSH

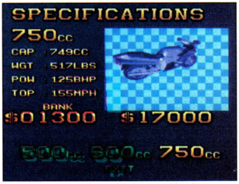
RELEASED FROM BELVIEW IN SEPTEMBER '92. RIDES FAST, RIDES HARD, COMPLETELY UNPREDICTABLE.

MAXIMUM MPH

One of the nice features about FTR is the Workshop screen. You'll enter this customizing option before the first race and after every subsequent race. Here, you can use your cash to improve your bike in the following areas: Tire, Engine, Nitro, Body, or New Bike. On the New Bike screen, you can feast on rotating rendered graphics.


WORKSHOP $05000
PLAYER 1
TIRE ENGINE
NITRO BODY
NEW BIKE
EXIT
$2500
$3500
TURBO
$4500

Spend your own winnings to pump up the power of your bike.


SPECIFICATIONS
500cc
600cc
750cc
EXIT

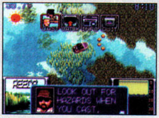
750cc
CAP 749CC
WGT 517LBS
POW 125BHP
TOP 155MPH
BANK $01300
$17000

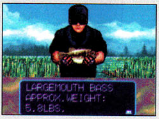
You can even spend your hard-earned bucks on a new vehicle.

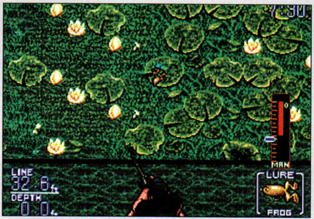
BASS WARS!

Redmond, WA—The fishing frenzy is heating up with three new bass tournament games. *TNN Bass Tournament of Champions* from American Softworks and *Bassin's Black Bass* from Hot-B were released late last year, and *Bass Masters* from T*HQ should be released in the next month or two. Which is the best? We went fishing for some answers.

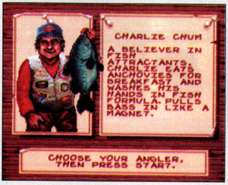
When you're talking realistic bass fishing, you have to consider the equipment, the setting, the angling, and the fight. The most important part of the equipment list is the lure, because virtual bass are programmed to respond to lures under very particular circumstances, such as the proper action of the lure and its color in contrast to sunshine or overcast conditions. Bassin's Black Bass excels in presenting excellent lure action. Bass Masters, although only about 85% finished when we looked at it, used a unique underwater view that also shows the lure action. TNN used a top view similar to Bassin's, but the lure action was not as easily seen and there was no visual rod/angler interaction. In addition, Bass Masters and TNN had tackle shops where you could stock up on new equipment.


LOOK OUT FOR HAZARDS WHEN YOU CAST.


LARGEMOUTH BASS
APPROX.WEIGHT:
5.8LBS.

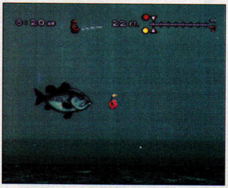


The split-screen perspective of Bassin's shows both how the angler works the rod and how the lure moves in the water. Very realistic.

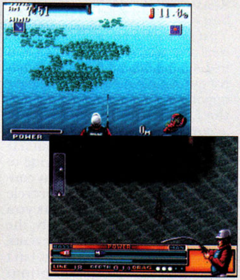

CHARLIE CHUM

A BELIEVER IN FISH ATTRACTANTS. CHARLIE EATS ANCHOVIES FOR BREAKFAST AND WASHES HIS HANDS IN FISH FORMULA. PULLS BASS IN LIKE A MAGNET.

CHOOSE YOUR ANGLER, THEN PRESS START.



Angling—working the lure—in Bass Masters made for a strategic battle between human and fish in spite of the unrealistic lure-cam view.



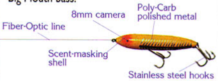
Fighting the bass in TNN was more difficult, but also more realistic (and frustrating) in that the fish often escaped.

The settings of all three games are lakes with scattered weedy areas and other bass haunts. Knowing where to fish is half the battle. Graphically, the Bassin's game looked varied in the boat view as well as in the fishing view. Details included lots of plants, stumps, waves, and excellent sound effects. TNN had fewer details in the boat view and the loading time between screens was almost as slow as a CD-ROM game—about five seconds.

The Bass Masters' boat view was similar to the others. Bassin's featured exact casting and realistic reeling during which you could work the lure in a multitude of ways. It was very realistic. TNN showed casting and reeling in separate views. Finally, the fighting sequences in all three games were pretty good. Bassin's was best again because of the view of the angler. Bass Masters was fun because you had to hammer on the Controller to fight against the fish. Clearly, Bassin's is an excellent game and Bass Masters is unique while the loading delays on TNN will drive most anglers mad.

Big Mouth LURE-CAM

Now you can watch the big one get away. Go as deep as 50' and discover the world of the Big Mouth bass.



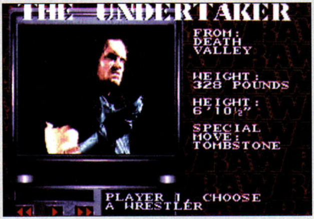
Available at your local bait and tackle shop.

RAW POWER

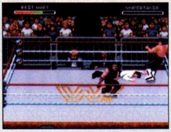
By Acclaim

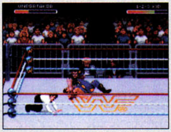
Oyster Bay, NY—Wrestlemania relived comes to the Super NES with Acclaim's *WWF Raw.* It's bigger (24 Megabits), louder (with digitized music and speech), brighter (with tons of digitized photos), and it's got more options than any WWF to date. All that sounds pretty good for wrestling fans. WWF Raw may have One-On-One, Tag Team, Survivor Series, Royal Rumble, Bedlam, and the Raw Endurance matches, but much of the play is very similar to earlier WWF games. The improvement in characters on the selection screens has not been carried over to the animated figures in the ring where it would really make a difference. In short, most of the changes to WWF Raw have been cosmetic. There are new special moves that add to the interest of the game and you can also play with four friends using a multi-player adapter.

> **"It's bigger...louder... brighter..."**



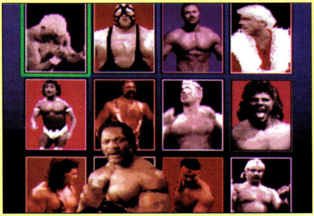
One of the problems with both of the wrestling games reviewed in this issue is that the basic moves are too limited and totally dependent on timing. When you're playing against the computer, it's really a matter of luck if your hold is selected before that of the computer opponent. The result is that you end up just hammering at the Controller, hoping to get a hold (any hold) on your opponent. The alternative is to learn all the moves, just like you would with a tournament fighting game, but the difference is that in most fighting games making your move is not a matter of lucky timing, it's a matter of knowing how to execute the move. It's a different story when you battle against a live opponent. This is where the new WWF Raw shines. When up to four players go after each other, anything can happen.



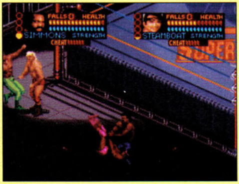


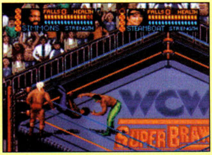
WCW BRAWLER

By FCI



New York, NY—The opposite side of the wrestling coin is the WCW license and FCI's *WCW Super Brawl.* The interface of this challenger is surprisingly similar to the WWF series. Digitized photos of the wrestlers are used to introduce the match and in the power meters that appear above the ring during the action. There's also a digitized announcer calling the throw-by-throw. The options include Single Event, Tournament and the Ultimate Challenge. You can play one- or two-player matches, but there's no multi-player option as in WWF Raw. On the other hand, the basic moves are easier to pick up and the characters in the ring are larger, making it easier to combat computer opponents. Whereas WWF Raw features better multi-player action, WCW does a better job if you plan to play the game in the one-player mode. Even though WCW seems to make more immediate sense, many of the same considerations hold true with regard to luck and the timing of holds.



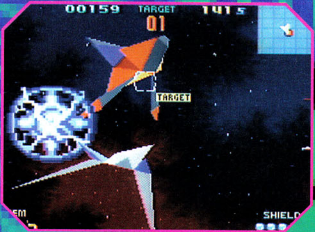


STARFOX II

FX FIGHTER

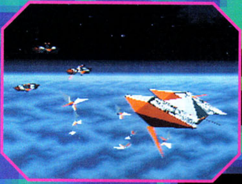
COMANCHE

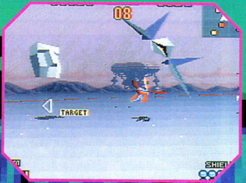
DIRT TRAX FX

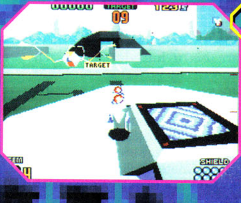


POWERED-UP: THE SUPER FX TEAM

The Super FX chip adds muscle to the Super NES in many ways. In StarFox, you experienced the speed and power of the enhanced 3-D environment. In Stunt Race FX and Vortex you saw the versatility of polygon characters. What you may not know is that the Super FX chip itself has gone through some changes that make it even more powerful than it was in the original version. A new lineup of games due out this year will make use of that power boost to create gaming experiences you would have never thought possible on the Super NES.





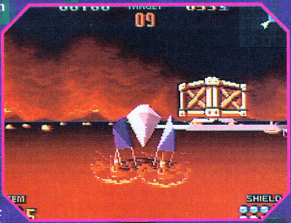


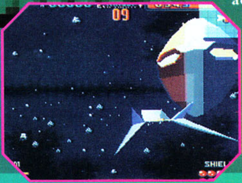
STAR FOX II

The big news this summer for the Super NES (or at least part of the big news) will be the release of StarFox II from Nintendo. Even now, the game is far along in development and looks awesome. Every area of the game has been improved dramatically over the excellent original, and much of that is because of the new Super FX^2 chip. The most dramatic differences are the open 3-D worlds and the variety of vehicles that can be used in the game.

POWERED-UP: THE SUPER FX TEAM

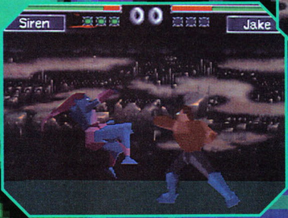
No longer will you be limited to traveling in a corridor. You'll be able to fly (or walk) in circles, move backward, or attack targets from 360 degrees. Polygon characters now must exist in full 3-D since you can approach from any angle, and the increased power of the Super FX^2 allows just that. The new vehicles include several aerial fighters and ground walkers, all with a full range of motions and much more animation than in the original StarFox. Less dramatic to the casual observer are the many texture mapped surfaces found on the terrain and on enemies, but StarFox veterans will appreciate the added complexity of the graphics. Players will also encounter effects like realistic explosions in space. That effect is created by scaling sprites at a much higher level of detail than in the original game. You'll also find more sprites swarming on the screen at one time than ever before, and with no slow down. StarFox II remains as fast and furious as the original.





INSIDE THE SUPER FX

Nintendo's Super FX chip is a RISC (Reduced Instruction Set Computer) chip that fits inside a Game Pak to enhance game play. The chip handles the repetitious mathematical functions associated with the use of polygons or the use of sprites with scaling and other special effects. The upshot is that with the Super FX, programmers can include graphics effects that would bog down the Super NES's CPU if it weren't for the added boost of power. The latest version of the Super FX, the FX^2 is capable of manipulating more polygons, more texture mapped surfaces, more sprites as well as calculating pixel-by-pixel terrain maps on-the-fly (in Comanche) to create more dramatic 3-D effects than were possible with the original version of the chip. Running at 21 megahertz, the Super FX^2 is twice as fast as the chip that was used in StarFox. It also includes a fast math processor that brings the speed of doing math calculations to 100 times that of the CPU in the Super NES. All this power is surprisingly inexpensive, so for the consumer it means that they won't have to purchase expensive attachments in order to get next generation performance out of the Super NES, and that's the bottom line.

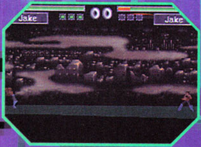


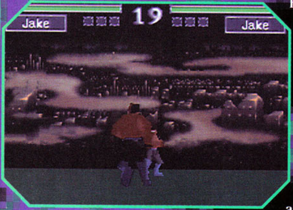
FX FIGHTER

One of the most ambitious Super NES games we've ever seen comes from a British developer, Argonaut, which helped design the original StarFox and the Super FX chip itself. FX Fighter is a showcase for the Super FX because it brings the experience and graphics of higher-end arcade games to the Super NES. And not only that, FX Fighter, even in mid-development, is doing some things that you won't find even on 32-bit systems. Clearly, its depth of knowledge about the Super FX has helped Argonaut get the most out of the technology. The game combines polygons, rendered art, 3-D spatial camera panning and zooming plus tons of moves.

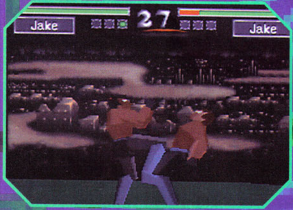
First, take a look at what's in the game. FX Fighter includes ground hits, at least two throws per character, special moves and combinations. In short, the idea is to provide all

Jake
00
Jake



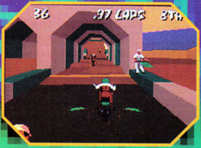


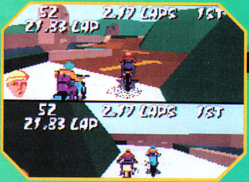
The Super FX chip gives FX Fighter the 3-D look of arcade polygon fighters and even includes impressive camera panning during throw sequences that adds to the visual drama of the game.

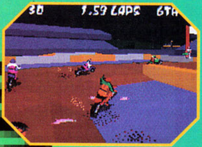


the best features of the best fighting games and then some. The version pictured here includes many of the special moves and holds and some of the camera angles, but the total variety of both moves and pan sequences has not yet been determined. The development team assures us that the final number for both of these elements should be impressive.

One feature that already looks world class is the camera panning sequence during throw moves. In the finished game, the viewpoint will move around and away from the fighters to highlight the throw, but the actual movement of the camera pan will follow one of many different sequences chosen at random. That means that no two fights will ever look the same, even if you use the exact same moves. After a fight, the replay mode gives you even more freedom. At this writing, the plan is to have the winner control the camera during the replay sequence so he or she can show off the victory from the best angle. As for the characters, they are composed of as many as 250 polygons apiece—not a huge number, but they're smoothly blended into cool characters with some of the best animation you'll see, even at the arcade level. What powers all this is the Super FX chip. As in StarFox II, the improved Super FX^2 can handle more polygons and sprites at one time, and it can move them at higher speeds. One of the most impressive aspects of FX Fighter is that the polygons all stay together. In some earlier polygon-based fighting games, one of the problems was that some of the polygons broke apart or were lost for several frames of action. Characters stay together in FX Fighter for a more realistic look.

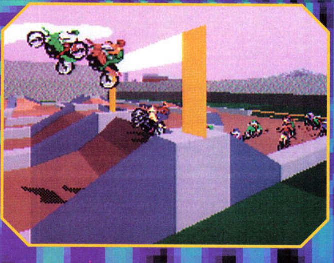






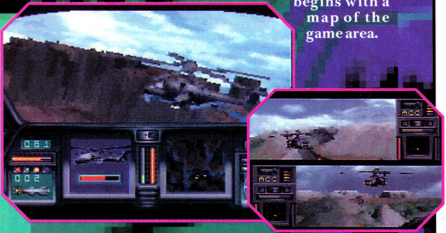
DIRT TRAX FX

Electro Brain's Dirt Trax FX mixes two graphic techniques with exciting results. The tracks and environments of the game exist in polygon form just as in Stunt Race FX, but the difference is that the vehicles (the bikes) appear in sprite form, allowing for greater detail and realism. Combining the two forms of graphics doesn't present a problem in itself, but it takes extra processing power to update ever-changing polygon environments at the same time that sprite animations are being run. Sculptured Software has brought the two graphics techniques together in a seamless union. Like Comanche, Dirt Trax also features two-player views that require the raw power of the Super FX^2.

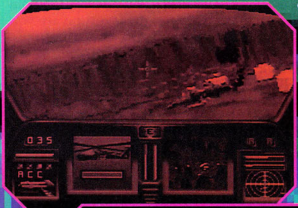


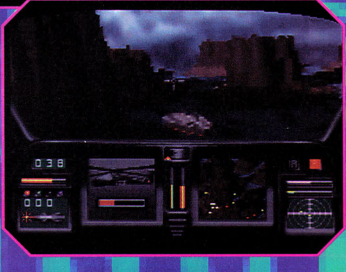
COMANCHE

The most unusual look of any of the new Super FX games comes from Comanche. This attack helicopter program makes use of a unique 3-D graphic technique developed by Nova Logic. The Voxel technique generates highly detailed terrain maps that you fly over and around with your Comanche chopper. It begins with a map of the game area.



Each point on that map has instructions that tell the Super NES its elevation and its color, so that is what's drawn on the screen. As you move over the map, the program must recalculate all those terrain pixels in order to update the picture. Comanche also has a two—player mode that requires twice the terrain creation power. That's what requires the muscle of the Super FX^2.





We talked to Jez San, president of Argonaut and one of the leaders of the Super FX revolution.

Jez was involved in the development of both the original Super FX and its faster brother, the Super FX^2. So far, Stunt Race FX and Vortex have made use of the new chip, but this year brings four new Super FX games. Jez and his Argonaut team are developing FX Fighter for Nintendo at their U.K. offices. After having played an early version of FX Fighter, we were interested to know how the graphics were created.

Jez explained that each fighter consists of 400 to 500 polygons and that the animation rate runs between 15 and 20 frames per second. "When you throw in both fighters," Jez summerized, "plus the floor polygons and multiply it by the frame rate, you get somewhere between 15,000 to 20,000 polygons per second being displayed. That's about the same frame rate as 3DO, so by that measure it's pretty impressive."

Jez also revealed the difficulty of producing such life-like animation. "It began with motion capture photography of actors at a San Francisco studio. They were untethered so they were allowed total freedom of motion. The result is that we have moves like Shiva's (the cat-like female) aerial somersault that ends in a leg lock. You can't do that if your actor is wired to the computer. After that, we used SGI machines and Wavefront tools to animate the fighters by hand. It's taken more than five man-years of work for that process, so far..."

The resulting smooth animation includes more than 200 moves. Generic moves—kicks and punches—include variations according to the placement of the character. Special moves and throws are all created using a skeletal motion data set that can be used for all the fighters. By using just one humanoid skeletal motion data set, Jez estimates that he was able to put the equivalent of 100 megabits of individual moves into the 16-megabit game. That's what we'd call a packed Pak.

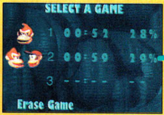
CLASSIFIED INFORMATION

DONKEY KONG COUNTRY

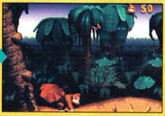
FROM AGENT #910

Extra Lives

Collecting 1-Ups in Donkey Kong Country has never been a problem, but this code can help speed up the process. Before you begin a new game, highlight Erase Game on the Game Select Screen, then press B, A, R, R, A, then L (BARRAL) on Controller I. After entering the code, select any of your game files, and you'll begin the game with 50 lives in reserve. You can use this code with any saved file, so you can refill your lives throughout the game by resetting then entering the code each time you play the game.



Highlight Erase Game, then press B, A, R, R, A, and L on Controller I.

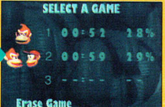


Select any file, then begin playing with 50 lives in reserve!

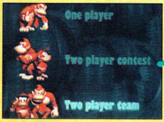
Bad Buddy

When you play a two-player game in the Team Mode, you get to play only after the other player messes up or gives you control, but you can change that with this code. Highlight Erase Game on the Game Select Screen, press B, A, Down, B, Up, Down, Down, Yand A, then start a Two-Player Team game. Now you can take control whenever you feel like it by pressing Select!

When you play a normal Two-Player Team game, you can't play until your partner gives you control.



Highlight Erase Game on the Game Select Screen, then press B, A, Down, B, Up, Down, Down, Y and A.



Select an empty file and begin a Two-Player Team game.

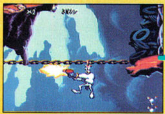
Now you can take control from your partner whenever you want to.

EARTHWORM JIM

FROM AGENT #495

Level Skip

Can't beat one of the Bosses in Earthworm Jim? Did you get lost halfway through the level and are you getting frustrated? Do you want to see just one more level before going to bed? Your problems are solved! While you're playing, pause the game, then press A, B, X, A, then A and X together, B and X, B and X, and A and X. When you take the game off pause you'll skip directly to the next level!



Anytime during the game, press the Start Button to pause the action.

Press A, B, X, A, then AX, BX, BX, and AX together.

When you take the game off pause, you'll skip directly to the next stage.

You can use this code to skip all the way to the end!

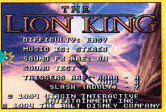
THE LION KING

■ FROM AGENT #773

Stage Select

When the King of the Jungle roars, everyone listens, and if you get frustrated with the tougher levels in The Lion King, you'll be roaring a lot! Save everyone the agony and use this code the next time you get frustrated. Before you begin playing, go to the Option Screen and press B, A, R, R, Y. If you enter the code correctly, a second Option Screen will appear. From this new screen, you can start the game from any stage, including the Bug Bonus stages. You can also select the Invincibility Option if the game is still too challenging.

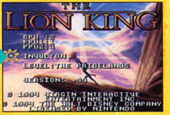
Are you having problems making it through some of the tougher stages?



THE LION KING
DIFFICULTY: EASY
MUSIC IS: STEREO
SOUND FX ARE: ON
SOUND TEST
TRIGGERS ARE: ROAR - A
JUMP - B
SLASH (ADULT) - Y
© 1994 VIRGIN INTERACTIVE ENTERTAINMENT INC.
© 1994 THE WALT DISNEY COMPANY

On the Option Screen, press B A R, R, Y, to make the secret Option Menu appear.

Select your favorite stage, then skip straight to it.



THE LION KING
CPU :2
PPU1:1
PPU2:3
INVUL:ON
LEVEL:THE PRIDELANDS
VERSION: .99
© 1994 VIRGIN INTERACTIVE ENTERTAINMENT INC.
© 1994 THE WALT DISNEY COMPANY
LICENSED BY NINTENDO

You can also make yourself invincible to enemy attacks!

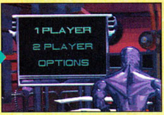
RISE OF THE ROBOTS

■ FROM AGENT #080

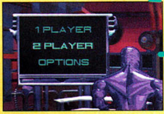
Boss Code

Although you receive this code when you finish the game, we thought you might like to play as the Final Boss, even if you can't finish the game. When you first turn on the game, wait until the Mode Select Screen appears, then press Up, Right, Down, Left and any button on Controller I. If you enter the code correctly, you will be able to choose the Boss when you play the Two-Player Vs. Mode game.

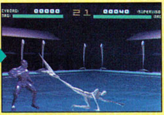
Normally, you can only choose from the main characters in the game.



When you begin a new game, wait for the Mode Select Screen to appear.



Quickly press Up, Right, Down, Left, then any button on Controller I.



Now you can play as the Final Boss in the Two-Player Vs. Mode.

TINY TOON WACKY SPORTS CHALLENGE

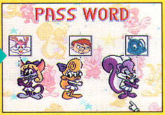
■ FROM AGENT #874

Practice Mode

In Tiny Toon Wacky Sports, practice any of the events that you're having trouble with by using this simple trick. On the Password Screen, enter Babs Bunny, Montana Max, and Book Worm as your password, then press the A Button. You will access a Select Screen where you can practice any of the events as often as you like.

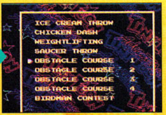
ACME
Weight Lifting

You only get three continues to complete the competition, so you'd better practice first.



Enter Babs Bunny, Montana Max and Book Worm as your password, then press the A Button.

When you want to return to the Competition Mode, press the B Button while you're on the Select Screen.



ICE CREAM THROW
CHICKEN DASH
WEIGHTLIFTING
SAUCER THROW
▶ OBSTACLE COURSE 1
OBSTACLE COURSE 2
OBSTACLE COURSE 3
OBSTACLE COURSE 4
BIRDMAN CONTEST

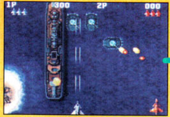
From the Select Screen, you can practice any of the 19 different events as often as you want.

AERO FIGHTERS

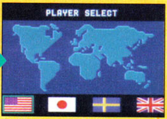
FROM AGENT #287

Hidden Characters

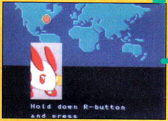
Normally, you won't receive this special code until after you've completed the game, but because the code allows you to access the two super-powerful characters, you might like to use it sooner. Before you begin playing, go to the Character Select Screen and hold the R Button. While you're holding R, press Left, Down, Right, X, Y, A, B, Left, Down, Right, Down, X, Y, A and B. If you enter the code correctly, the extra fighters will appear when the game begins.



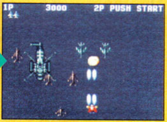
You usually have to finish the entire game to receive this special code.



On the Character Select Screen, hold the R Button and enter the the code.



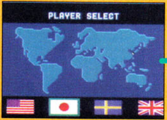
Press Left, Down, Right, X, Y, A, B, Left, Down, Right, Down, X, Y, A and B.



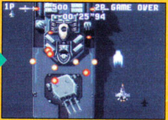
Now you can choose the hidden characters and increase your aircraft's power!

Endurance Round

If you finish the game as either Rabio or Lepus, you'll earn this special code that lets you test your skills in the Boss Endurance Mode. To enter the code, go to the Character Select Screen and hold the R Button. While holding the button, press A, Left, Y, Right, X, Down, B, then Up. In the Endurance Mode you will face all of the bosses back-to-back, so good luck!



On the Character Select Screen, hold the R Button while you enter the code.



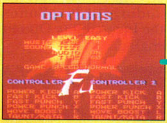
Press A, Left, Y, Right, X, Down, B, then Up to access the Endurance Round.

SHAQ FU

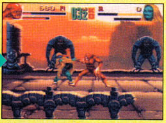
FROM AGENT #148

Blood Code

This code is definitely not the most exciting code in the world, but it's a code. If you're looking for some added color in your Shaq Fu game, go to the Option Screen and press Y, X, B, A, L and R. If you enter the code correctly, the screen will flash red. When you begin playing, your characters will bleed when they get hit. The blood isn't as vivid as it is in MKII, but it's blood nonetheless.



On the Option Screen, quickly press Y, X, B, A, L then R to make the screen flash red.



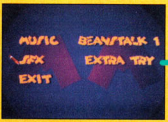
When you start playing, your characters will bleed when they're punched.

MICKEY MANIA

FROM AGENT #821

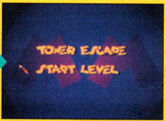
Stage Select

Using this code is a great way to explore the later stages of Mickey Mania without losing any time. Before you begin a new game, go to the Option Screen and select the Sound Test. Set the Music at Beanstalk 1, set the SFX at Extra Try, then highlight Exit. Now, if you hold the L Button for a few seconds, you will hear a sound. When you begin playing, a screen that allows you to select any level will appear.



MUSIC BEANSTALK 1
SFX EXTRA TRY
EXIT

Go to the Option Screen and select the Sound Test Option.



TOWER ESCAPE
START LEVEL

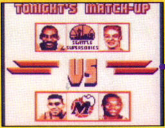
Select the Beanstalk 1 music, Extra Try SFX, then highlight the Exit and hold the L Button.

NBA JAM

From Agent #161

Power-Up Fire

After you sink three unopposed shots in a row, your player will be On Fire until the other team scores. While you're On Fire your chances of hitting a shot are boosted. To stay On Fire for the entire game, you can enter the Power-Up Fire code. Before a game, when the Team Match-Up screen appears, hold Left and press any button seven times before the screen fades.


TONIGHT'S MATCH-UP
SEATTLE SUPERSONICS
VS

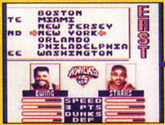
Select your favorite team, then wait until the Team Match-Up screen appears.

POWER UP FIRE

Hold Left and press any button seven times before the Match-Up screen fades.

Power-Up Dunks

Want to catch some air? Here is the trick that's going to give you the longest hang time around. When you begin a new game, select your favorite team or enter a past password. When the Team Match-Up Screen appears, tap either A or B ten times, then hold Down and A until the screen fades. If you enter the code correctly, you'll be able to dunk the ball from halfcourt!


BOSTON
MIAMI
NEW JERSEY
NEW YORK
ORLANDO
PHILADELPHIA
WASHINGTON
EAST
EWING
STARKS
SPEED
3 PTS
DUNKS
DEF

Start a new game, enter your initials, then select your favorite team.

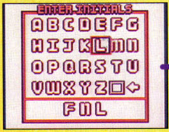
POWER UP DUNKS

At the Team Match-up screen, tap A or B ten times, then hold Down and A until the screen fades.

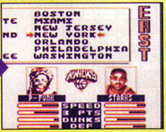
Secret Players

Just like the original NBA Jam, the Game Boy version is full of secret players! Your abilities won't change by using one of these secret players, but you get a chance to see some odd characters hoopin' it up with the pros. To access a secret player, enter the correct initials, using the secret code to enter the last letter.

George Clinton

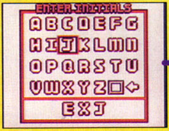

ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
FNL

Enter the initials F and N, then place the flashing cursor on the letter L.

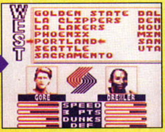

BOSTON
MIAMI
NEW JERSEY
NEW YORK
ORLANDO
PHILADELPHIA
WASHINGTON
EAST
P-FUNK
STARKS
SPEED
3 PTS
DUNKS
DEF

Press Left and B at the same time to enter the letter K as your last initial.

Al Gore

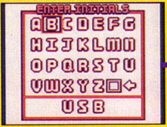

ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
EXJ

Enter the initials E and X, then place the flashing cursor on the letter J.

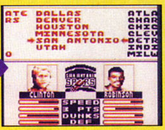

WEST
GOLDEN STATE
LA CLIPPERS
LA LAKERS
PHOENIX
PORTLAND
SEATTLE
SACRAMENTO
GORE
DREXLER
SPEED
3 PTS
DUNKS
DEF

Press Up, Start and B at the same time to enter the letter C as your last initial.

Bill Clinton


ENTER INITIALS
ABCDEFG
HIJKLMN
OPQRSTU
VWXYZ
USB

Enter the Initials U and S, then place the flashing cursor on the letter B.


DALLAS
DENVER
HOUSTON
MINNESOTA
SAN ANTONIO
UTAH
SPURS
CLINTON
ROBINSON
SPEED
3 PTS
DUNKS
DEF

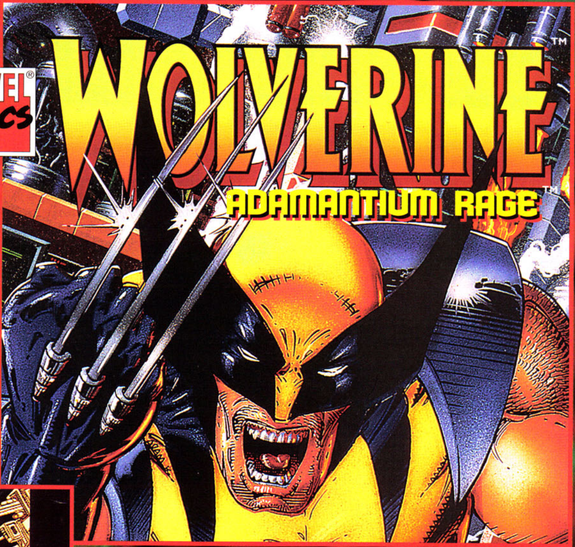
Press Left, A and B at the same time to enter the letter A as your last initial.

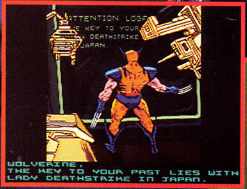
SEND US YOUR CODES!

Nintendo game players thrive on developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, Wa.
98073-9733

Wolverine, the most ferocious X-Man of them all, is set to face the deadliest and most important mission of his life—uncovering the secrets to his unknown past. To succeed, he's going to need a lot of courage, a little luck, and all your video fighting skills.

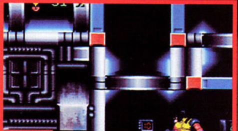




WOLVERINE,
THE KEY TO YOUR PAST LIES WITH
LADY DEATHSTRIKE IN JAPAN.

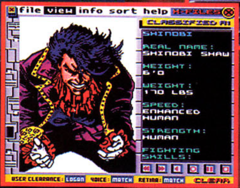
WOLVERINE and all character names & likenesses: TM & © 1995 Marvel Entertainment Group, Inc. All rights reserved.

INVITATION TO ADVENTURE



Meet Logan, otherwise known as Wolverine—part flesh, part metal, and all fury. A mutant whose body houses an indestructible Adamantium skeleton. For reasons he does not know, his memories have been altered, leaving much of his past a mystery. Someone has done this, but who? And for what sinister purpose? He must find the answers to these questions before it's too late. Armed with only a cryptic computer message and his formidable fighting skills, Wolverine now begins a quest for that which is most important to him: his identity!

The Fact Files located on the first screen contain the vital information on each boss's strengths and weaknesses.



SHINOBI

REAL NAME:
SHINOBI SHAW

HEIGHT:
6'0

WEIGHT:
170 LBS

SPEED:
ENHANCED
HUMAN

STRENGTH:
HUMAN

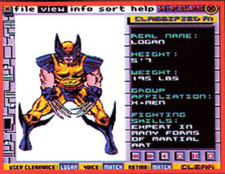
FIGHTING
SKILLS:

USER CLEARANCE: LOGAN VOICE: MATCH RETINA: MATCH CLEAR

Wolverine will need all his fighting skills, as well as a keen sense of direction, to get through the dangerous terrain that lies ahead.

SLASH N BASH!

Wolverine's extensive training has allowed him to master many different fighting skills—so many that you'll have a tough time helping Wolverine restore his memory if you try to use them all! A better strategy is to master a few of the most effective moves, and leave the trickier stuff for those special cases.



REAL NAME: LOGAN

HEIGHT: 5'7

WEIGHT: 195 LBS

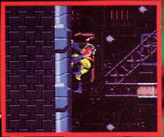
GROUP AFFILIATION: X-MEN

FIGHTING SKILLS: EXPERT IN MANY FORMS OF MARTIAL ART

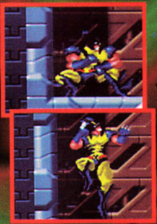
USER CLEARANCE: LOGAN VOICE: MATCH RETINA: MATCH CLEAR

DIG IN

Wolverine's claws get him out of tough spots in more ways than one. Not only are they great during a fight, they also let Wolverine scale the sheerest walls. Use them to escape from battles when Wolverine is outnumbered and out-gunned.

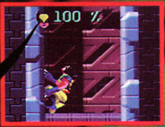


SUPER LEAP



Wolverine needs to make some big leaps to get through this terrain and to reach some hidden surprises. Crouch down before hitting the jump button to give him an extra boost. But be careful—a misdirected super leap can leave Wolverine vulnerable.

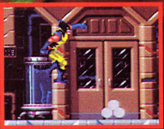
TAKE A BREATHER



If Wolverine's energy is low, his special healing powers will repair his battle wounds—given some time. Find a safe place for to let Wolverine recuperate for a minute, then head back to battle!

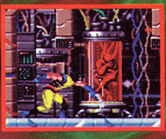
FLYING FIST

In hectic situations, Wolverine has to act fast, and the jump punch is served best at high speeds. Fly through the air and hit your opponents with devastating bashes to the chops. This move works nicely against flying enemies.



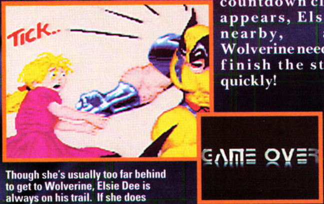
CLAW MARKS

Perhaps Wolverine's most effective weapon is the slash. Lightning quick, and laser accurate, the slash delivers a crushing blow to Wolverine's opponents, big and small. And for those enemies out of reach, a jumping slash can be unstoppable.



DEADLY DOLL

While Wolverine can rest a short time during his adventure, he can't wait long. Elsie Dee, an explosive android who looks like an innocent and frightened little girl, is following him. When the countdown clock appears, Elsie's nearby, and Wolverine needs to finish the stage quickly!



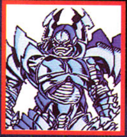
Though she's usually too far behind to get to Wolverine, Elsie Dee is always on his trail. If she does catch up, not even Wolverine's Adamantium skeleton can survive one of her high-powered tantrums.

STAGE 1

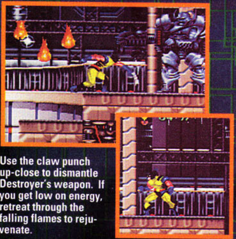
THE SECRET LABORATORY

A strange message has led Wolverine to a secret lab hidden in the Rocky Mountains. There, he hopes to find the computer that contains information about his mysterious link to Weapon X. But to do that, Wolverine's got to get past some formidable foes.

VS DESTROYER™ PROGRAMMER

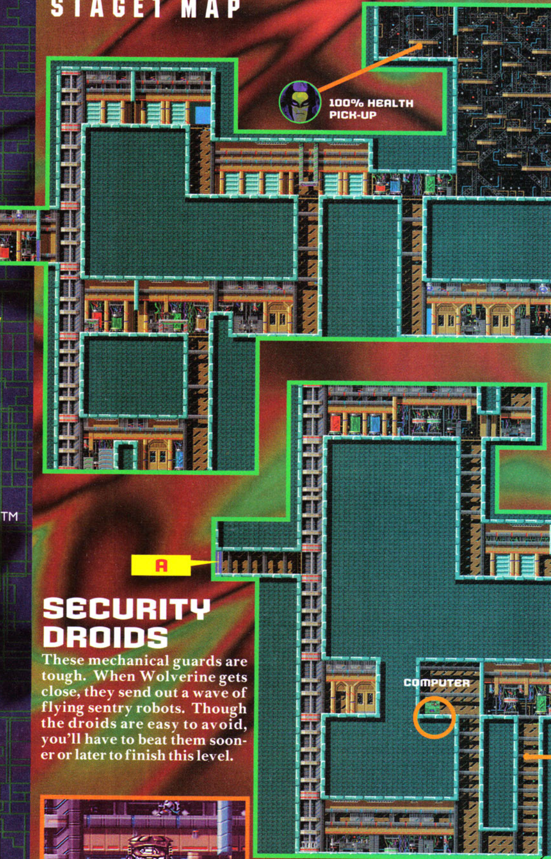


Destroyer Programmer is big, but the real attack comes from the weapons he creates during battle. Watch for the quick blasts, and attack when it's clear.



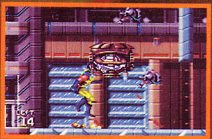
Use the claw punch up-close to dismantle Destroyer's weapon. If you get low on energy, retreat through the falling flames to rejuvenate.

STAGE1 MAP

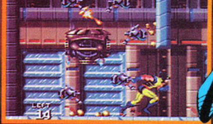


SECURITY DROIDS

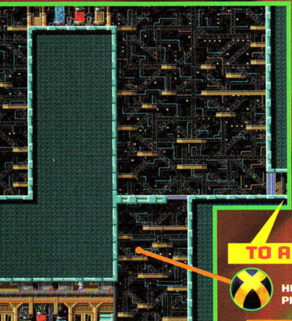
These mechanical guards are tough. When Wolverine gets close, they send out a wave of flying sentry robots. Though the droids are easy to avoid, you'll have to beat them sooner or later to finish this level.



Use a jumping slash to reach the heart of the droids. After a few well-placed shots, they'll fizzle out.

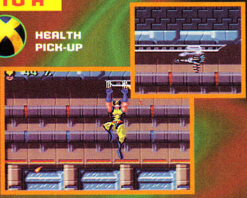


Before long, the sentry attack becomes overwhelming. When it gets too crowded, retreat, regroup and mount a new attack!

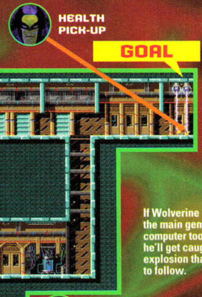


ATTACK FROM ABOVE

Overhead cannons give the laboratory guards good cover as they attack you. Even when you're handling the soldier's attack, the cannons can do heavy damage to you. Before you attract too many guards, take the cannons out with a quick swipe of your claw.



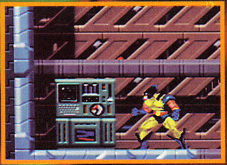
To reach the cannons, use a super jump, but be sure to hold the X-Button down so you go in claws first.

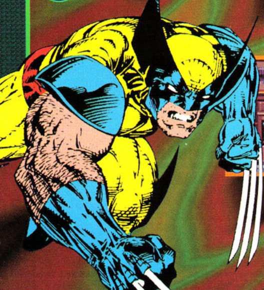


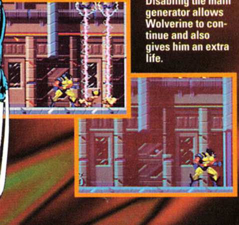
POWER OUTAGE

To get past the lab's security system, Wolverine must disable the computer controlling the main power generator. Though you can destroy the computer as soon as you find it, wait until the stage is secure before destroying it.

If Wolverine destroys the main generator computer too early, he'll get caught in the explosion that's soon to follow.



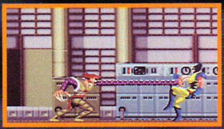




Disabling the main generator allows Wolverine to continue and also gives him an extra life.

STAGE 2

THE LAIR OF THE HAND



Wolverine is after Lady Deathstrike, but he must first battle the warriors of The Hand, a mysterious ninja sect. Wolverine can beat them with a few running punches, but the long-armed attack of Deathstrike is another matter! Watch out for Elsie Dee here.

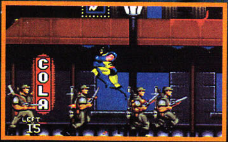
VS TRIFUSION™

Trifusion uses three forms of attack: the shaking strength of Marble, the spearing firepower of Shard, and the relentless boomerangs of Shiken.

Trifusion's three forms make this a tough battle. He is most vulnerable when he first materializes. Strike quickly, then avoid his counterattack.

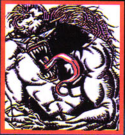
STAGE 3

HALF A WORLD AWAY: TOKYO

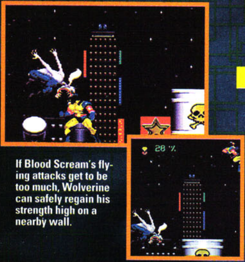


A trick! Wolverine begins to see the cruel game that's being played on him. The clues to his past were all lies—traps laid by the evil mutant Shinobi Shaw. Now, Wolverine wants to settle the score. But first, he must make it past Shaw's legion of high-tech soldiers.

VS BLOOD SCREAM™



This psychic vampire is quick, but if Wolverine uses his cunning, he can out-maneuver Blood Scream and strike when he is unprepared.

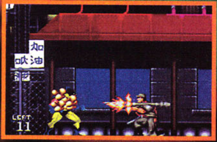


If Blood Scream's flying attacks get to be too much, Wolverine can safely regain his strength high on a nearby wall.

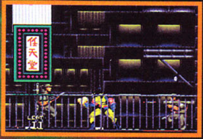
STAGE3 MAP

STREET FIGHTING

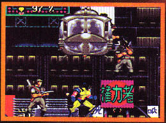
It will take all of Wolverine's ancient martial arts training to match the high-tech attack of Shinobi Shaw's henchmen. Speed and a slashing claw are your biggest assets against the furious firepower of the soldiers.



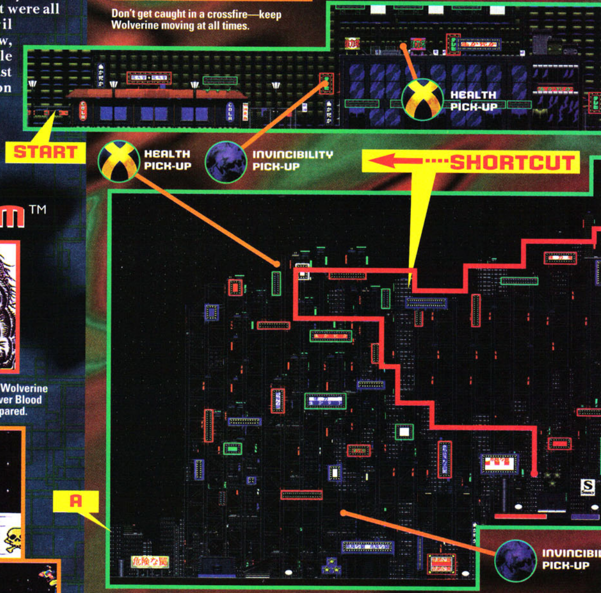
When a soldier lowers his bazooka, use a super jump to get out of the way.



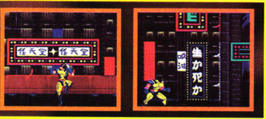
Don't get caught in a crossfire—keep Wolverine moving at all times.



The helicopter means lots of soldiers and a viscous aerial attack. Don't get trapped. Get moving at the first sound of its whirling blades.



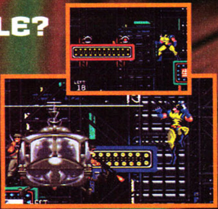
A FEW OTHER CHARACTERS

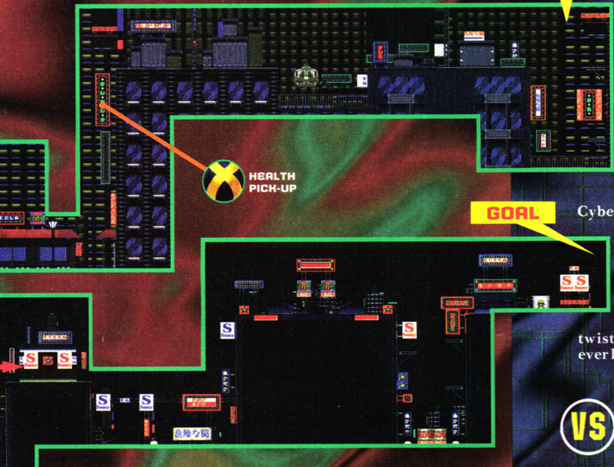


Wolverine wonders if the signs around Tokyo hold a message for him. Perhaps they do. The first one reads Nintendo; the second, Dead or Alive!

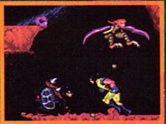
SIGN OF TROUBLE?

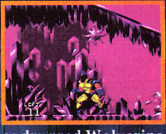
The neon signs of the city can help Wolverine through this level, but they can also prove deadly. Shaw's soldiers have planted motion-activated bombs on many of the signs. And if Wolverine stays on one sign too long, it gives him a violent neon shock.





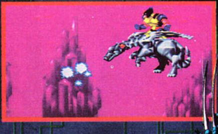
STAGE 4
VICIOUS VISIONS!





Cyber has drugged Wolverine, sending him into the world of his own nightmares. Wolverine must now hold on to the sliver of reality that remains, while battling the supernatural creatures of this twisted mental landscape if he ever hopes to return alive.

VS THE CRYSTAL DRAGON

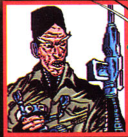


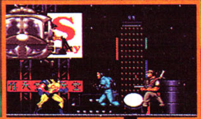
The dragon peppers you with nova flames. Use the platforms to get a leg up on him, and slash at his red diamond life source.

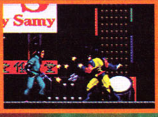
HEAVY FIREPOWER

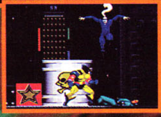
A battle against Shaw's henchman, Geist, and a few of his friends! It will take all of Wolverine's stamina and courage to withstand this barrage of bullets. There's little room to maneuver, so Wolverine must be on the offensive at all times.

VS GEIST ™









Don't waste time fighting Geist's men or trying to avoid their attack. Your only hope of survival is to eliminate Geist himself.

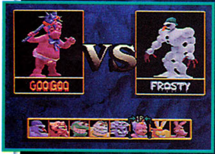
C2 JUDGMENT CLAY

CLAY FIGHTER 2

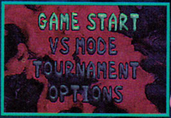
©1994 Interplay

THEY'RE BACK BETTER THAN EVER

The Purple Clay Meteor is active and sending blankets of bubbling goo through the town Mudville. Although the citizens are not pleased, diehard fans of the wobbly warriors known as the Clayfighters are ecstatic! Five new Clayfighters have emerged from the goo in an attempt to take over the land in C2: Judgment Clay from Interplay.



Tiny, Bad Mr. Frosty and the Blob were the cream of the clay crop. Now they're back in this totally awesome sequel, ready to say "Hasta la vista" to their new Claymates!



GAME START
VS MODE
TOURNAMENT
OPTIONS

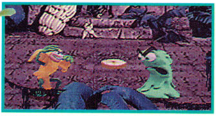
There are three different clay-playing modes to choose from. In Tournament Mode, up to eight players fight it out in Single Elimination, Double Elimination or Sudden Death matches.

THEY'RE "GOO" AND IMPROVED!

As this generation of Clayfighters was formed, the evil Dr. Kiln was plotting to take over the land. Can these chunks of clay beat him to it? You be the judge!

NANA THE BANANA MAN

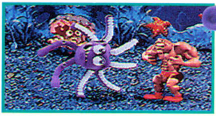
Nana Man is a truly cool dude who'd rather be kicking back than kicking clay! He will come through, but only when there is a Mudarita to sip on!



Nana the Banana Man loves to give people a taste of his special move, the Banana Slice.

OCTO THE DYNAMO

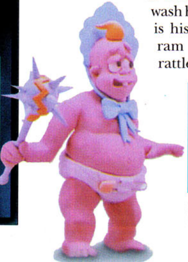
Somebody ought to give this hyperactive little Clayfighter a hand. With eight fingers, he looks as if he could use a spare! Octo's endless energy makes him a very handy fighter.

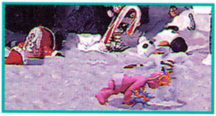


With so many well-placed limbs, Octo easily pulls off his special Cartwheel move.

GOO GOO THE CLAY BABY

If Goo Goo had a mother, she'd surely wash his mouth out with soap! Not only is his vocabulary rough, he loves to ram into things. Watch out for that rattle—it's really a pretty mean mace.

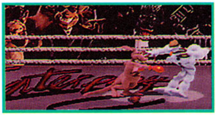




If you say, "Come to Daddy" to this knee-biter, he'll use the Ram Butt special move.

KANGOO THE BOXING BEAUTY

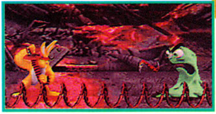
Kangoo is a Clayfighter with a conscience, but it only surfaces after she beats the stuffing out of you. Her incredible leg and arm strength are her best assets, but watch out if you're her opponent!



Using her tail to dash forward, Kangoo's special move delivers the old "one-two."

HOPPY THE RAMBO RABBIT

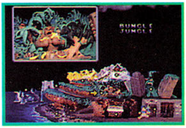
This once innocent field rabbit has hopped off the bunny trail and into hard-core Clayfighting. Hoppy happened upon a field full of supercharged carrots, and he's been kicking clay ever since.



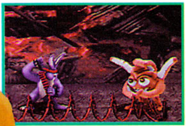
Hoppy credits Carrot eating for strength, but his special move sends them spinning.

DAZZLING DETAILS

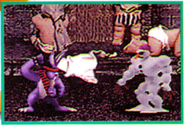
The Option Screen allows you to customize many features of the game to your own specifications. The Arena Select option makes it possible to choose your favorite fighting venue.



The C2: Judgment Clay overworld map has a brand new look. There are nine Clayfighting sites to choose from, each a visual adventure in itself.



The incredible graphic detail you've come to expect from the Clayfighter series comes through with flying colors in C2: Judgment Clay.



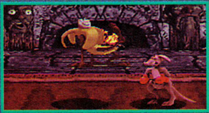
It's hard to decide which is cooler looking—the unbelievable animation of the Clayfighter characters or the very backgrounds they fight in front of.

POWER-UPS

THE BUTTON COMBINATIONS

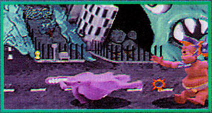
Now that you've had the exclusive opportunity to grab a glimpse of the most awesome new fighting game to hit the shelves, you'll want to get some inside information on C2: Judgment Clay. Read on for tips on each new character's special techniques.

CHUCK BERRY



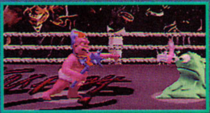
For Nana Man's powerful flying kick, press Down on the Control pad for two seconds, then Up and a kick button.

GROUND SPIN



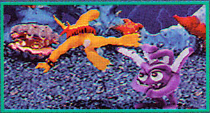
To try out Octo's dizzying maneuver, press towards, down towards, down, down away, away and any kick button.

BOTTLE



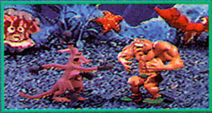
Watch out for Goo Goo's temper tantrums! Press down, down towards then towards and any punch button.

FLASH HOP



Hoppy's big feet are great for roundhouse kicks! Press down for two seconds, then up and any kick button.

WHIRLWIND PUNCH



Kangoo can get whipped up into a frenzy! Press the punch button rapidly to perform a propeller punch.

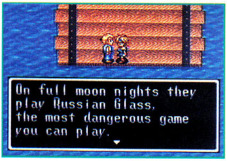
COUNSELORS' CORNER

ILLUSION OF GAIA

HOW DO I PLAY THE RUSSIAN GLASS GAME?

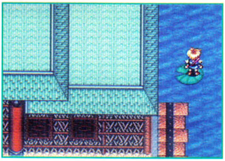
Cindy Milter

Before you can play the Russian Glass game, you must go to the Great Wall, defeat the Sand Fanger, and return with the Mystic Statue to Luke's house in Watermia. When you return, ride the lily pad transporter to the raft where the game is played. When you're given a choice, always drink from the glass on the left. Eventually, you'll win the Will. Take the Will back to Luke's house and talk to Lance and Neil. When you do, you and your friends will be automatically transported to the city of Euro.

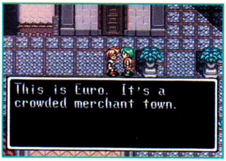


On full moon nights they play Russian Glass, the most dangerous game you can play.

After you defeat the Sand Fanger and get the Mystic Statue, return to Luke's house in Watermia.



Ride the lily pad out to play the Russian Glass game. Always drink from the glass on the left.

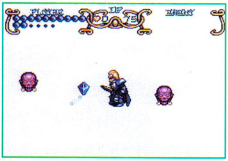


This is Euro. It's a crowded merchant town.

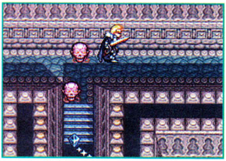
After you win the Will, return to Luke's house. You and your friends will be transported to Euro.

HOW CAN I SEE IN THE BRIGHT AREAS OF ANKOR WAT?

You won't be able to see a thing in the blindingly-bright rooms of Ankor Wat's main building unless you're sporting special eyewear, the Black Glasses. To find them, return to the overgrown courtyard and find the explorer's skeleton. When you talk to it, it will give you the Black Glasses. Select them on the item screen and wear them into the bright rooms so you'll be able to see normally.



If you venture into the bright rooms without the Black Glasses, you'll be blinded by the light.



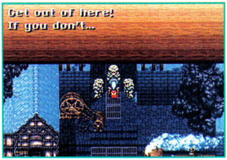
When you return wearing the Black Glasses, you'll be able to see perfectly well.

FINAL FANTASY III

HOW CAN TERRA'S PARTY ENTER THE OCCUPIED TOWN OF NARSHE?

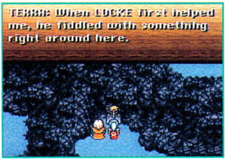
Jerry Casper

After leaving the Returners' Hideout, the group splits into three teams. Terra's team, which heads for Narshe, finds the entrance barred by Imperial Forces. Instead of getting the boot at the front gate, walk to the left, past the instructors' building, and stand facing the rocks in the spot where Locke and Terra escaped from the cave earlier in the game. Search the wall to find the hidden entrance.



Get out of here!
If you don't...

If you try to enter through the main gate, the Imperial guards will throw you out on your ear.

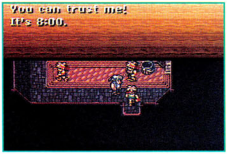


TERRA: When LOCKE first helped me, he fiddled with something right around here.

Locke told you to remember about the hidden entrance. Now you can use it to re-enter the caves.

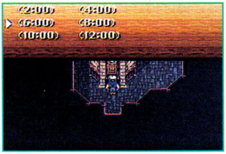
HOW DO I RESET THE CLOCK IN ZOZO?

The inhabitants of Zozo are notorious liars. Talk to all of them and take notes about what they say regarding the hour. Don't believe them—eliminate the times they mention until you end up with the correct hour. To find the correct minutes, examine the clock with the broken hour hand. When you piece all of the clues together, you'll come up with the correct time: 6:10.50. Use it to reset the clock.

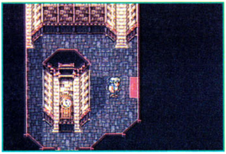


You can trust me!
It's 8:00.

Eliminate the wrong hours by talking to the thieves in Zozo. They're a bunch of lying thugs.



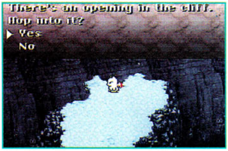
Check the clock with the broken hour hand to determine the minutes, then set the clock to 6:10.50.



When you set the clock, a hidden passage will appear. Follow it to find the Chain Saw, a valuable tool.

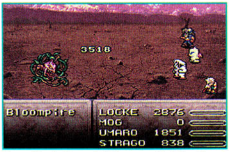
HOW DO I FIND THE HIDDEN CHARACTERS?

You don't have to have the hidden characters to finish the game, but they can make the adventure more interesting—and possibly easier. Umaro, the abominable snowman, is in the caves behind Narshe. With Mog in your party, battle your way to the Tritoch Esper. Defeat Tritoch, then search the ledge to find an opening. Jump into the hole to find and enlist Umaro. To find Gogo, go to the Triangle Island and allow your party to be inhaled by a Zone Eater. Inside the beast, you'll find Gogo, the master of mimicry.

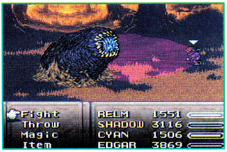


There's an opening in the cliff.
Hop into it?
▶ Yes
No

Take Mog with you into the caves behind Narshe. Defeat the Tritoch, then jump into the opening.



Mog will order Umaro to join your party. He's a fierce physical fighter with superhuman strength.



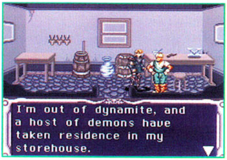
Search the innards of the Zone Eater to find Gogo. His talent is imitating the attacks of others.

DRAGON VIEW

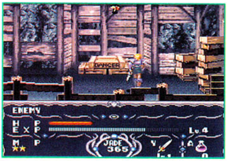
HOW DO I GET THE BOMBS FROM TYLON?

Anton Lee

When you reach the town of Hujia, go to the house on the east side of town and talk to the man inside to learn about Tylon and his bombs. Exit the house and walk straight up off the screen to reach the next block. When you enter Tylon's Shop, he'll tell you that he's out of dynamite, then he'll give you a key to the Storehouse. Find the Storehouse in the southeast then fight the Scorpion to get the dynamite.


I'm out of dynamite, and a host of demons have taken residence in my storehouse.

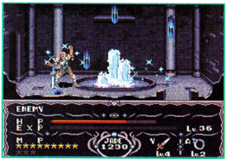
When you talk to Tylon about his storehouse, he'll ask you to go there and retrieve some dynamite.



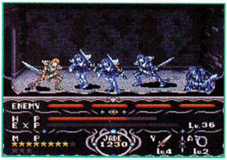
Go to the storehouse and defeat the Scorpion, then use the key to open the door and get the dynamite.

HOW DO I GET THE THIRD KEY FROM THE SEKTRA TEMPLE?

The third key is the one most commonly missed in the Sektra Temple. You must use the Ice Ring to find it. When you reach Floor B-1, continue to the right through the door. In the next room, use the Ice Ring to freeze the fountain. Jump onto the frozen pillars and go through the opening above to reach Floor 1. Now go through the door on the right and defeat the four Water Soldiers to get the third key.



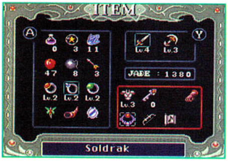
When you reach B-1, go through the door on the right. Use the Ice Ring to freeze the fountain.



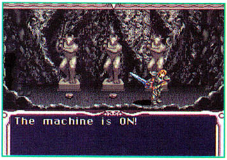
Jump onto the frozen pillars to reach the room above. Defeat the Water Soldiers to get the third key.

HOW DO I OPEN THE TWO TREASURE CHESTS IN HUJIA?

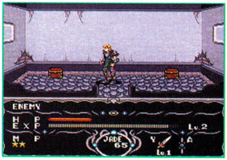
You must prove your worthiness before you'll be able to open the treasure chests in Hujia. First, go to the Jade Mine and activate Dr. Ortan's machine to make a light bridge appear on the road that leads to Sektra Temple. Next, head west from Orusort, across the light bridge, until you reach the Sektra Temple. After you rescue the Dragon Lords inside, they will change your Guardrak pendant into the Soldrak pendant. With the Soldrak pendant, return to Hujia and enter the room with the two treasure chests. In one, you'll find the Breeze Map; in the other, you'll find the Fairy Statue. The Fairy Statue doesn't actually do anything immediately, but after you rescue Grandpa from the well, it will change into the Blessing.



First, go to the Jade Mine and activate Dr. Ortan's machine, then go west to the Sektra Temple.


The machine is ON!

When you rescue the Dragon Lords, they will change your Guardrak pendant into the Soldrak pendant.



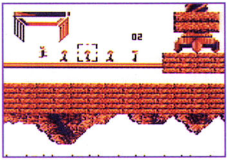
Now return to Hujia and the two chests. Open them to get the Breeze Map and the Fairy Statue.

LEMMINGS

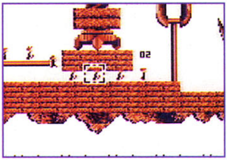
WHAT'S THE SOLUTION TO TRICKY LEVEL 13?

Brent Clearman

The tricky part of Tricky Level 13 is timing. You have only two Exploders to work with and only 30 seconds to rescue 12 Lemmings, so you have to be both fast and accurate. Set the first Lemming out to explode just as it reaches the wall on the right, then move your cursor down and to the right. Now set the next Lemming in line to explode next to the barrier, so that it blasts a path through to the exit.



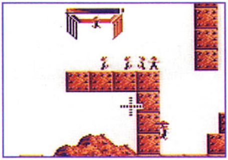
Use the first Lemming to blast through the floor. Set it so that it explodes near the wall on the right.



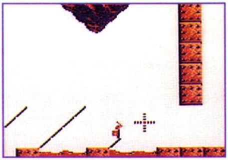
Use the next Lemming in line to blast through the barrier on the right so the others can reach the exit.

HOW DO I CLEAR MAYHEM LEVEL 1?

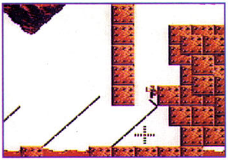
It will take practice to clear this level. When the first Lemming lands, make it a Floater. When the second reaches the right edge, turn it into a Blocker, and when the third reaches the left edge, make it a Blocker to contain the remaining Lemmings. When the first one turns back from the right wall, make it a Builder and build a bridge up to the left wall. When it reaches the wall and turns back to the right, build up to the metal block on the upper right. When the Builder drops to the third block, continue building over to the lower block and across the two sections of water. After it crosses the water, build from the right edge of the first metal block to the upper metal block. As soon as the Builder touches the wall and turns around, build again from the top of the previous bridge. Timing is critical here. Continue criss-crossing to the exit above. When all of the bridges are in place, bomb one of the Blockers and let the other Lemmings follow.



Turn the first Lemming into a Floater, then set two Blockers to contain the rest of the randy rodents.



Build over to the lower block, then build again over the two sections of water.



As soon as the Builder touches the wall and turns back, make it build again from the top of the bridge.

TAP THE POWERLINE: CALL THE PROS

POWER SURGE FAST FACTS

BREATH OF FIRE

Q: How do I walk through trees?

A: Put Bo at the front of your party.

Q: Why can't I use the Warp spell?

A: You can't use it in towns, caves, towers or while under water or in a dream world.

Q: Why can't I use the Debo spell?

A: It works only under water.

FINAL FANTASY III

Q: How can I counter Chupon's sneeze attack?

A: You can't. You don't have a hanky big enough.

Q: How many coral pieces do I need to feed the trunk at Ebot's Rock?

A: You need 22 pieces of coral, and you must have Strago and Relm in your party.

WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

CALL: (206) 885-7529

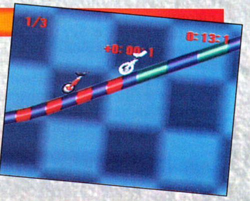
Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time. If you've reached only a busy signal when you've called before, now's the time to try calling again. To answer your questions more quickly, we've added a special voice response unit to handle frequently-asked questions. And look for on-line answers, coming soon to a computer subscriber service near you!

THE Power Players'

AREN

PRO VS PLAYER

UNIRACERS



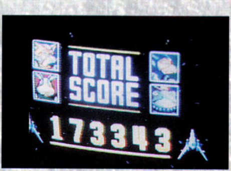
Uniracers is lightning fast, but we want to see how fast you can go. We hit up the pros at Nintendo for their best scores and we found that Armond was about as good as they come! Here are a few of his best times and tracks. The top five players who beat his times will score themselves some Power Stamps.

Dragster (Crawler Tour)	25.05 sec
Hybrid (Walker Tour)	31.99 sec
Loopback (Jumper Tour)	38.08sec
Last One (Bounder Tour)	39.12 sec
Downer (Hopper Tour)	501 points

PLAYER VS PLAYER

STARFOX COMPETITION PAK

Here is a great challenge that some of you tried at Powerfest! Drew Willcoxon ordered his Super StarFox Weekend Competition Game Pak from the Power Supplies Catalog and sent us his best score: 173,343. That's a pretty good score, but we know that you guys can do even better. The players who beat Drew's score by the highest margin will win Power Stamps.

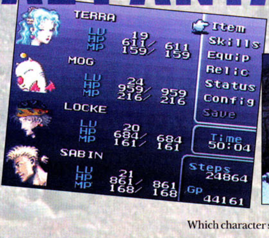


This limited-edition cart has the challenge built right in.

POWER CHALLENGE

FINAL FANTASY III

Here is an interesting challenge that should keep Final Fantasy players busy. When you play Final Fantasy III, the game keeps track of each step you take. We want to see who can take the fewest steps on the way to getting Mog to join their party. Take a photo of the Status Screen that shows your party and the steps taken to reach Mog. Remember, Mog doesn't join your party the first time you see him.



TERRA
LV 19
HP 611/ 611
MP 159/ 159

MOG
LV 24
HP 959/ 959
MP 216/ 216

LOCKE
LV 20
HP 684/ 684
MP 161/ 161

SABIN
LV 21
HP 861/ 861
MP 168/ 168

Time 50:04

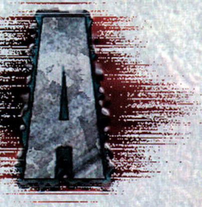
Steps 24864

GP 44161

Which character should you talk to first, Mog or Lone Wolf?

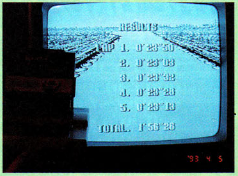
ENTER THE ARENA!

Be sure to write your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our challenges. All entries to the Challenges printed in this issue must be received no later than March 20, 1995 to qualify for the Power Stamp prizes. The players who best complete challenges, will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff



THIS MONTH'S WINNERS FOR:

CHEAP SHOTS



Once again, we have found player using a game enhancement device! Instant disqualification!!! If you want to win, you've got to do the work yourself.

POWER CHALLENGE

DISNEY'S ALADDIN

Most red gems collected.

Laura Heganbart Redwood Valley, CA	70
Douglas Fullerton Milford, MI	70
Jonathan Penn Cincinnati, OH	70
Roy Longyhore Greentown, PA	70
David Hemmer Billings, MT	70
Nicholas Mazzone Cortland, NY	70

MORE POWER CHALLENGES

THE ADDAMS FAMILY

Finished the game with the fewest hearts.

John Shea Seattle, WA	3 Hearts
Casey Johnson Jackson, MI	3 Hearts
Kelly Goodman San Francisco, CA	3 Hearts
Anthony Mendez Memphis, TN	3 Hearts
Doug Shepard San Antonio, TX	3 Hearts

SUPER MARIO KART

Fastest time on the Rainbow Road.

Peter Kamberis Buffalo, IL	1:33.04
Adam Johnson Rialto, CA	1:33.47
Mike Sanfilippo Collingwood, ON	1:34.65
Gerard Pisano St-Adolphe-D'Howard, PQ	1:35.23
Adam Lemon Monterey, CA	1:35.69

Tetris 2 - NES

Highest Scores.

Barb Frederick Cedar Rapids, IA	733,350
Barbara Quackenbush Bakersfield, CA	693,790
Mark Snyder Ashby, MA	544,900
Renee Nelson Lancaster, CA	495,390
Betty Limbo Sturgis, SD	456,330
Dwayn Rice Big Pool, MD	454,610

GRAB THAT SHOT!

FINAL GAME STATS:
MC
CPU
CPU
CPU

Awesome shot!
Monear Choir
Torrance, CA

Before you can enter one of the challenges, you must capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television so you can get a photo of both the system and screen at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

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& Amblin Entertainment, Inc.
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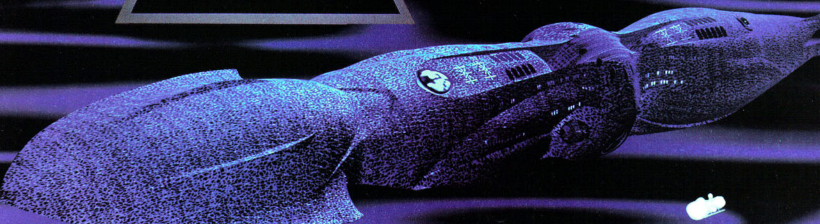
THE GREATEST ADVENTURE BENEATH THE SEA

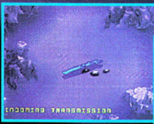
seaQuest™ DSV

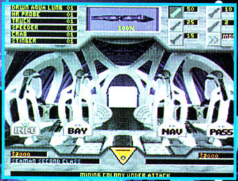
The U.E.O. needs you, but before you can join the crew of the seaQuest you must prove yourself in a series of simulated missions. Prospective officers must prove that they have the necessary skills. T*HQ and Sculptured Software have captured the essence of the TV show with excellent graphics, music and realistic missions.

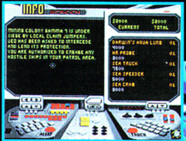


U.E.O. TRANSMISSION

Transmissions from U.E.O. HQ are received on the simulation's subscreen. In the Info area, you'll learn about your mission objectives. The subscreen also gives you access to the Bay, where you keep your fleet of work subs and Darwin, as well as the Navigation map and the Password screen. After you complete a mission, check for new orders.


INCOMING TRANSMISSION


DRWN AQUA LUNG 01
HR PROBE 01
TRUCK 01
SPEEDER 01
CRAB 01
STINGER 01
100%
50
25
15
10
2
INFO
BAY
NAV
PASS
$2000
SEAMAN SECOND CLASS
$2000
MINING COLONY UNDER ATTACK


INFO SCREEN
$2000 CURRENT
$2000 TOTAL
TRUCK

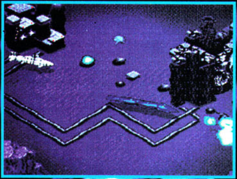
MINING COLONY GAMMA 7 IS UNDER SIEGE BY LOCAL CLAIM JUMPERS. UEO HAS BEEN ASKED TO INTERCEDE AND LEND ITS PROTECTION. YOU ARE AUTHORIZED TO ENGAGE ANY HOSTILE SHIPS IN YOUR PATROL AREA.

DARWIN'S AQUA LUNG 01
4000
HR PROBE 01
3000
SEA TRUCK 01
7500
SEA SPEEDER 01
5000
SEA CRAB 01
3000

The subscreen lets you access information and submersibles that you'll use to carry out missions. Read orders carefully to determine your goal.

TORPEDOES AWAY!

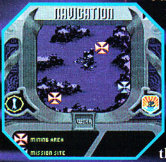
The oceans of the future have been colonized by all sorts of people, including unscrupulous pirates and profiteers. Policing the abyss is a big part of the seaQuest's duty. In the open ocean view, you'll have to blast enemy subs and dodge their fire.

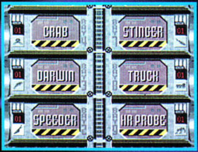


The seaQuest floats at one of three levels. Move up and down in the water to avoid being blasted by enemy torps.

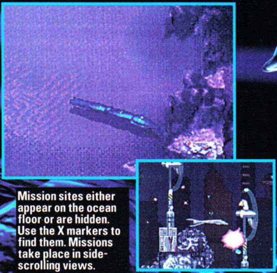
NAVIGATING THE DEPTHS

The Nav screen opens up a map of the ocean floor where you'll be operating. The bronze X markers designate mining areas where you can take the Crab or Truck to pick up valuable minerals. Mission sites are designated by gray X markers. Go to the missions first since you have a limited time in which to begin them. Use an attack sub, like the Speeder, first to assess the dangers of both mining and mission sites.

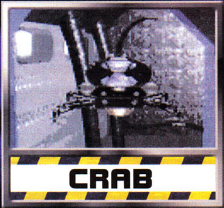




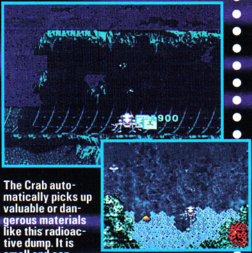
The Bay holds five vehicles and Darwin. Each unit is suited for specialized tasks like attacking or mining.



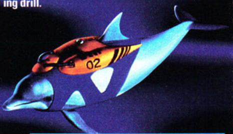
Mission sites either appear on the ocean floor or are hidden. Use the X markers to find them. Missions take place in side-scrolling views.

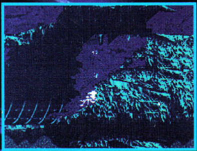


Use the Crab for salvage operations and mining. It can't take much abuse, so make sure there are no pirates nearby. To mine the seabed, use the jet to blow away sediment.

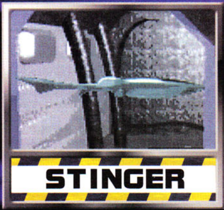


The Crab automatically picks up valuable or dangerous materials like this radioactive dump. It is small and can maneuver inside sunken hulls and caves when necessary. It also has an armor piercing drill.

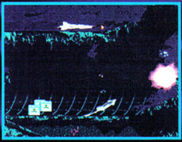




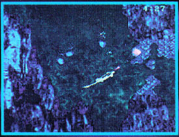
Be sure to explore this wreck thoroughly or you might miss the $900 bonus inside. Money is used to buy extra subs for future missions.



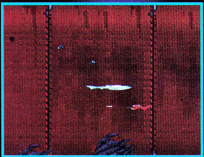
The Stinger can wriggle into narrow spaces at any angle. This unique sub is powered by a mechanical tail. It shoots small torps and has a thin hull that can't take many hits.



By hiding and shooting at an angle, the Stinger can remain safe while attacking pirates.



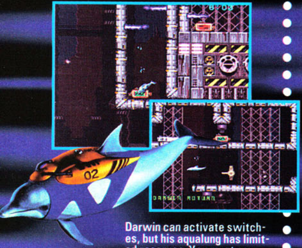
Some rocks can be blasted, revealing areas beyond which you must explore. The Stinger gets the job done.



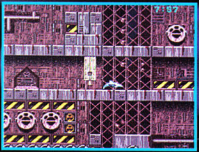
Small, maneuverable enemies like this diver will scuttle out of reach of most vessels, but the Stinger can match them move for move.

DARWIN

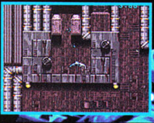
The seaQuest's aquatic mascot and helper, Darwin the dolphin, also plays a vital role in the simulated missions. Darwin can operate switches and swim under adverse conditions.



Darwin can activate switches, but his aqualung has limited reserves. You must carry out his mission quickly.



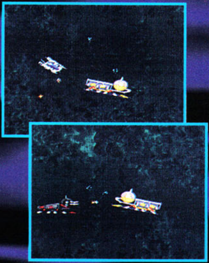
His size and maneuverability make Darwin the ideal choice to swim through narrow areas. He never dies, but his aqualung can be destroyed.



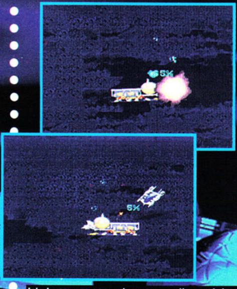
Darwin can also enter vertical areas and swim down through narrow gaps like this one. He has no armor and can't take much damage.

TRUCK

Although the truck is heavy and can lay mines, it is cumbersome. It isn't meant to be a fighter. Instead, use it in place of the Crab if an enemy remains in the area.



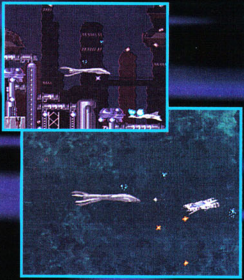
With forward torps and rear mines, the Truck packs some punch, but it's a sitting duck.



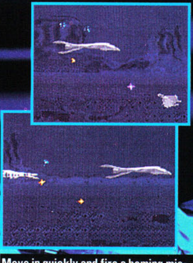
It's better to stay close to smaller, quicker enemies and take some damage than to let them pick you apart from a distance.

SPEEDER

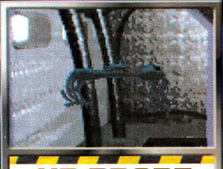
Swift and heavily armed, the Speeder is your main attack sub. Use it at the beginning of missions. Although armored, the Speeder won't last long taking direct hits.



Use the B Button to fire homing missiles once an enemy appears on the screen.

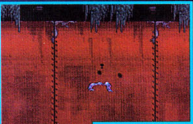


Move in quickly and fire a homing missile, then continue swooping past the enemy while firing more missiles.

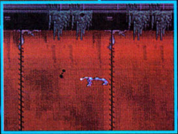


HR PROBE

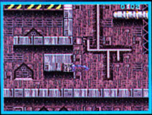
The HR Probe is a highly specialized vehicle that has virtually no armor and only light firepower. It is used for welding underwater. It can't pick up items.



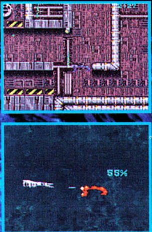
Patch the oil leak from the ruptured hull of this ship using the HR Probe's welding unit.



A few quick spot welds will close up the hole and bring this ecological disaster to an end.



If Darwin doesn't have a usable aqualung, you can use the HR Probe to throw switches. Its small size allows it into narrow areas.



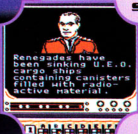
Although the Probe has a small, hydro-pulse laser, it isn't an effective weapon against most enemies.

seaQuest DSV

SUPER GAME BOY

AND GAME BOY, TOO

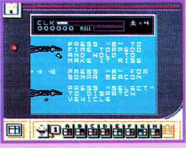
The Super Game Boy version of seaQuest DSV features missions and perspectives different from the Super NES game. Side-scrolling views are used in both open ocean and mission scenes. It also features good graphics and variety of play.



Renegades have been sinking U.E.O. cargo ships containing canisters filled with radio-active material.

FINDING MISSIONS

The most difficult part of this Game Boy version of seaQuest is finding the mission locations. You must use your sonar to close in on a mission site. When you are in the right area, drop your probe. If you're lucky you'll be in the right spot, but you may have to move about, and all the while you may be under attack. Be prepared for frustration.

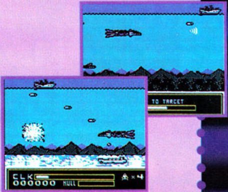


PRESS "B" TO FIRE TORPEDO AND HOLD TO MAKE IT RISE

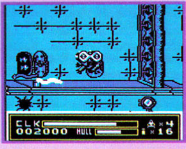
PRESS "A" FOR SONAR BEACON

PRESS "SELECT" TO DISPATCH VEHICLE

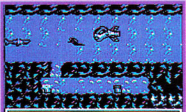
The subscreen gives you directions for piloting the seaQuest. The sonar leads you to mission sites where you drop your vehicle.



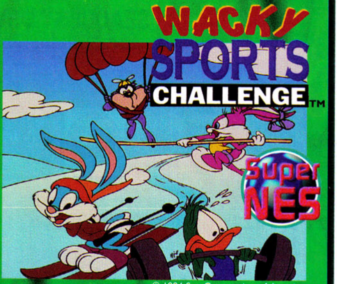
Fend off attackers while searching for mission sites. When you seem to be above the target, lower your vehicle.



The Crab Probe can pick up objects. In this area, empty eel skins restore power, but live eels cause damage.



The diver can exit the small sub to collect canisters. He can fight sharks and other enemies either inside or outside the vessel.

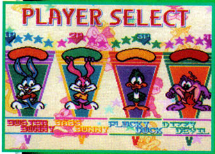

WACKY
SPORTS
CHALLENGE TM
Super NES

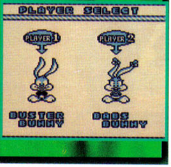
© 1994 Sun Corporation of America

WACKY
SPORTS TM
Game BOY

A REALLY WACKY WINNER!

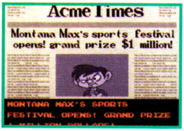
Acme Acres is looking to crown a new sports superstar with fame, fortune, and maybe even a spot on the front of a cereal box! It's your chance to step up to the plate and bring the championship home in Tiny Toon Adventures Wacky Sports Challenge from Konami. For one- or two-player fun on the run, choose the Game Boy version. Up to four players can join in on the Super NES version. Either way, let the games begin!


PLAYER SELECT
BUSTER BUNNY
BABS BUNNY
PLUCKY DUCK
DIZZY DEVIL


PLAYER SELECT
PLAYER 1
PLAYER 2
BUSTER BUNNY
BABS BUNNY

12 GREAT SPO

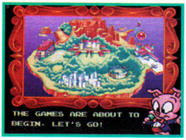
The Super NES version of Wacky Sports Challenge features twelve different events across four different courses. The game starts with the Easy Course, in which you must complete six events. You must earn a minimum qualifying score in each event to move on to the next. The top athletes will advance to the next courses, concluding with the twelve events of the Super Course.


Acme Times

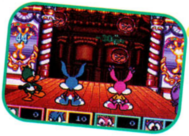
Montana Max's sports festival opens! grand prize $1 million!

MONTANA MAX'S SPORTS FESTIVAL OPENS! GRAND PRIZE

The word is out all over Acme Acres about the festival. Who will be crowned the winner?


THE GAMES ARE ABOUT TO BEGIN. LET'S GO!

Hamton, the Master of Ceremonies, will guide you from venue to venue and explain each event in detail.

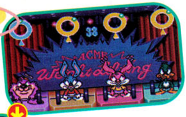


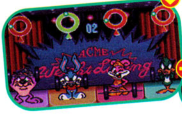
ICE CREAM THROW

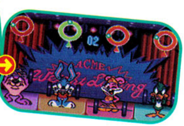
Haven't you always wanted to let loose and make a mess? The first event, the Ice Cream Throw, is certainly fun, but it's no cake walk! Keep the cones flying on target to be the big winner.

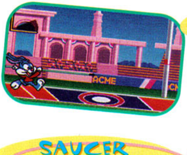
WEIGHT LIFTING

In the Weight Lifting competition you must build up your power and lift the barbell above your head as fast as you can. Of course, this is easier said than done!


ACME Weight Lifting


ACME Weight Lifting

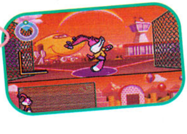

ACME Weight Lifting



POLE VAULT

Not only do you have to place your Pole perfectly, you'll have to vault high enough to collect the Stars in the sky. The higher you jump, the more points you'll earn.

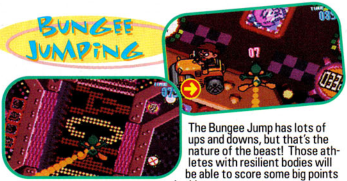
SAUCER THROW



There are a lot of flying Saucers around Acme Acres, but they aren't UFOs! The Saucer Throw is a great way to unwind, but if you let go at the wrong time, you'll foul for sure.

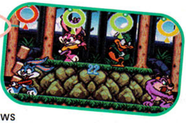
RTS EVENTS!

BUNGEE JUMPING



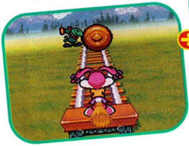
The Bungee Jump has lots of ups and downs, but that's the nature of the beast! Those athletes with resilient bodies will be able to score some big points in this event.

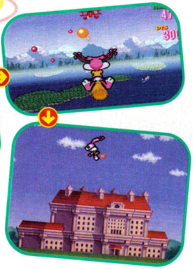
LOG CUTTING



No sporting event would be complete without a good old-fashioned Log Cutting competition. Unfortunately, you'll have to rely on muscle, as there are no chain saws allowed.

BIRDMAN CONTEST

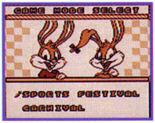




This event is multi-faceted. First, grab the Balloons as they drop. Second, you must take control of the plane and swoop down on Montana Max's mansion. Time is of the essence!

TAKE 2

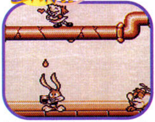
CARNIVAL AND SPORTS FESTIVAL MODES



Tiny Toon Adventures Wacky Sports Challenge for Game Boy delivers just as much crazy competition and athletic adventure as the Super NES version does, and it's portable, too!

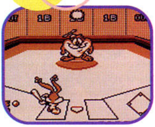
There are six events for one or two players in Sports Festival Mode. Carnival Mode features two events and is for only one player.

SHIRLEY'S WATER PANIC GAME



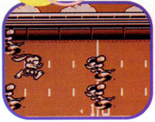
Collect the Water Drops until your cup is full, then feed the water to your ally, Dizzy Devil.

BASEBALL



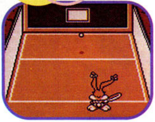
Step up to the plate in the Baseball batting cage. Hit the wall panels to score points.

AMERICAN FOOTBALL



You've got the ball, and now you have to run with it. Dodge the defensemen to gain yardage.

TENNIS

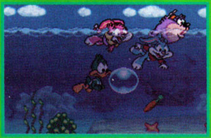


Whether you're an Agassi or an amateur, you'll have your chance to shine in center court.

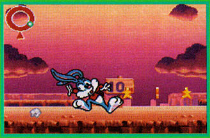
POWER-UPS

A FEW WACKY SPORTS TIPS

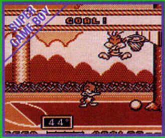
Now that you've checked out the wide world of Wacky Sports, here are a few tips to set you on the road to victory. Many of the events require quick fingers—try a turbo controller for a boost.



If you run out of air during your swim, you will lose all your points. Collect the Air Bubbles along the way to stay afloat.



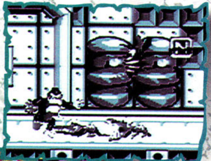
For maximum points in the Chicken Dash event, build up your power until it's red, then hit the brakes around the 45 meter mark.



Rev up to maximum speed, then press and hold the A or B Button to stop and increase your angle. The best is at 40 or 50 degrees.

DONKE LA

Nintendo's
in an all-new
that's packed
made their



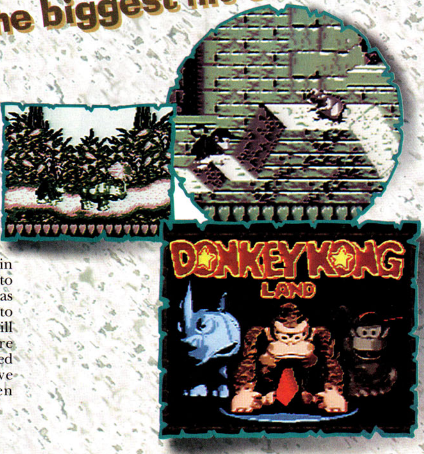
©1995 Nintendo

EY KONG
ND
TM

Donkey and Diddy strutted their stuff in this winter's mega-hit for the Super NES, and now they're back in a Game Boy adventure that promises to deliver the same non-stop action in an all-new setting.

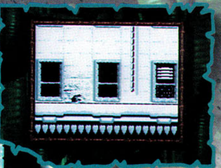
simian sensations return
Game Boy adventure
with the same kind of apely action that
Super NES debut the biggest hit ever!

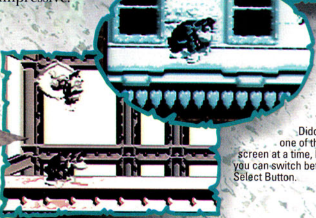
Those magical minds at Rare have gone bananas trying to top their last effort! Like Donkey Kong Country, Donkey Kong Land uses ground-breaking Advanced Computer Modeling (ACM) to deliver truly amazing 3-D graphics and animation, but the similarity ends there. This is not simply a translation of the Super NES title for Game Boy; instead, this is an all-new adventure that pits the hairy pair against a new cast of baddies. The adventure takes place in new surroundings that range from an old ship to the city streets. And, amazingly, it's at least as big as the Super NES version, with all kinds of secrets to uncover and bonus levels to find. The game is still in development, so some of what you see here might change for the final version, but we wanted to give Nintendo Power readers an exclusive sneak peak at what's in store for them when Donkey Kong Land comes out this spring.



KONG COMBO TAKES TO NEW TERRRITORY

Although Rare began developing Donkey Kong Land while its programmers were working on Donkey Kong Country, and though it does borrow advanced technology from the Super NES title, this game has a life of its own, complete with its own story line and its own diverse stages. And, while the Super Game Boy palette hasn't yet been finished, what we have seen looks impressive.





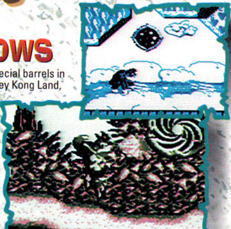
DONKEY OR DIDDY

Will you be Donkey Kong or Diddy Kong? Take your pick. Only one of the characters appears on the screen at a time, but after you find a DK Barrel, you can switch between Kongs by pressing the Select Button.

From tropics to big city Donkey and Diddy have explore high and low for

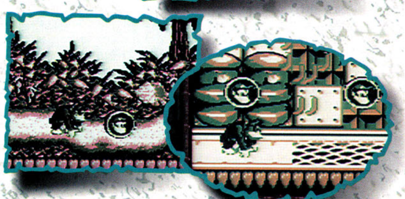
OPEN WINDOWS

Continue points were hidden in special barrels in Donkey Kong Country, but in Donkey Kong Land, you'll have to find and open particular windows to uncover Continues. Exits have a new look in this version, too.



1-UPS

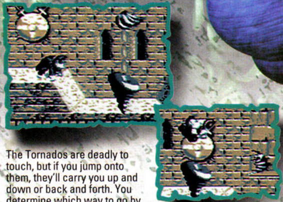
Find the Donkey Kong tokens to earn 1-Ups. You can collect several of the tokens at a time in some of the hidden bonus areas—and there are lots of them.



NEW TRIALS AND TRICKS

Although some of the techniques you'll use in this adventure come directly from Donkey Kong Country, other tricks are brand new. Some of the surprises will help you out, while others involve new obstacles. Experiment with the unusual objects you find and characters you meet to see what their purposes are.

TORNADO TRIP

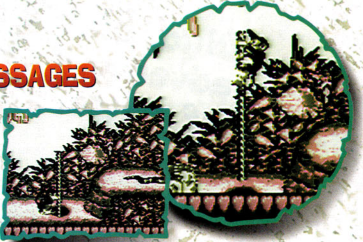


The Tornados are deadly to touch, but if you jump onto them, they'll carry you up and down or back and forth. You determine which way to go by controlling their directions.

streets, it's a jungle out there. their work cut out for them as they adventure.

DE-VINE PASSAGES

When you jump from high places and land on particular spots in this game, don't expect metal barrels to pop out. This time, you'll see vines that lead to hidden stages.

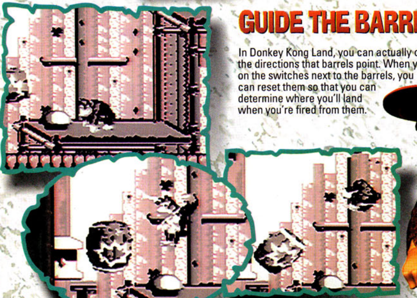


COLORIZED CART

The talk around Nintendo is that the new Donkey Kong Land cartridge will break ground in more ways than one. Not only will the game feature state-of-the-art rendered graphics, but the cartridge itself will break from the traditional gray color. It will be bright banana yellow, a color that is certain to make it stand out in the paks. We'll keep you up-to-date as final plans are made.

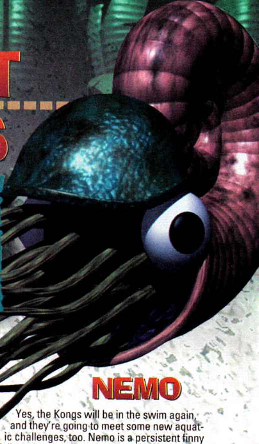
GUIDE THE BARRELS

In Donkey Kong Land, you can actually control the directions that barrels point. When you jump on the switches next to the barrels, you can reset them so that you can determine where you'll land when you're fired from them.



A NEW CAST OF BADDIES

Donkey Kong Country introduced Super NES players to a kingdom full of kremlings. You'll see some of them in this game, but a whole new world of baddies is in the works, too. As we've already mentioned, the game is still under construction—these are characters that Rare is considering for the final version. Some of them have been given identities and roles, but others are still nameless and have yet to be cast in finished parts.



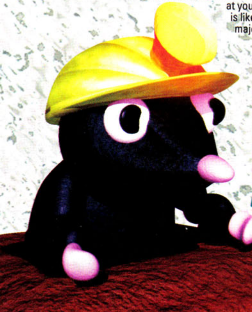
NEMO

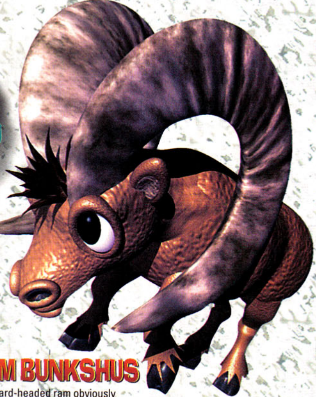
Yes, the Kongs will be in the swim again, and they're going to meet some new aquatic challenges, too. Nemo is a persistent finny follower.

Diddy and Donkey won't be alone in adventure calls for new goodies and of critters in this video world.

BUROUGHS

Don't rile Buroughs! When he's angry, he's apt to rip off his hard hat and hurl it at you. This mad mole is likely to be a major pain.





RAM BUNKSHUS

This hard-headed ram obviously has a healthy set of horns, but his role in the final version of the game is yet to be determined. Chances are that he's an adept climber.

PUCKA

As a big fish in a little sea, Pucka makes swimming a challenge. He'll undoubtedly make diving dangerous for land-lubbers like Diddy and Donkey.

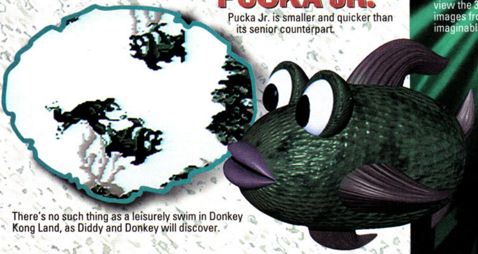
Donkey Kong Land—a new baddies. You'll meet all kinds

RASHER

When pigs fly, they make life problematic for the Kongs. These potential pork-roasts fly back and forth overhead throwing objects.

PUCKA JR.

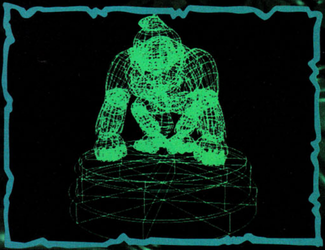
Pucka Jr. is smaller and quicker than its senior counterpart.



There's no such thing as a leisurely swim in Donkey Kong Land, as Diddy and Donkey will discover.

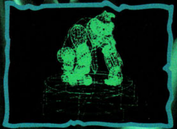
ALL ABOUT ACM

The same wire-frame "skeletons" used to create the animated 3-D images in Donkey Kong Country were used for Donkey Kong Land. Using powerful Silicon Graphics workstations and Power Animator software from Alias, the images are then shaded and manipulated to create all kinds of movements. The result is incredibly life-like animation.



First, wire-frame models of all of the characters and 3-D elements are created in the computer environment.

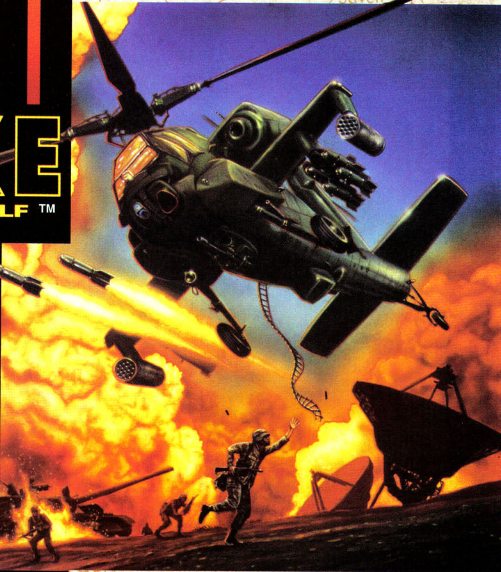
Programmers were able to view the 3-D wire-frame images from every angle imaginable.

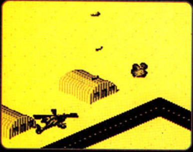


SEE THE GREAT GRAPHICS IN ACTION! LOOK FOR OUR COMPLETE REVIEW IN THE APRIL ISSUE OF NINTENDO POWER!

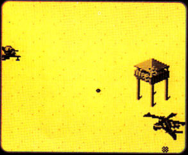
DESERT STRIKE
RETURN TO THE GULF ™

As the sun rises on the desert sands, the low roar of war machines rumbles through the air. The American Helicopter Command has swung into action and is ready to rid the world of General Kilbaba's nuclear threats. The battle line has been drawn in the sand.





The desert heats up with air strikes and strategy sessions.



You'll need to fight the enemy forces wherever they hide.

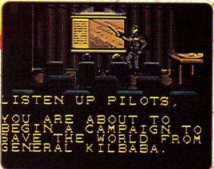
HELIO FIRE

Ocean and Electronic Arts have teamed up to bring Desert Strike to Game Boy. It's a challenging war simulation, with a good supply of action and fun. To successfully complete the campaign, you will need quick reflexes and strong strategic thinking. There are three different scenarios that are broken up into several different missions. The various missions are challenging, but when you complete the campaign, you'll wish the game was longer. The graphics are well defined and take advantage of the Super Game Boy. Players may have difficulty with the control, even with the two different piloting configurations to choose from. Many of the enemies in the game can quickly become frustrating for beginning players. Destroying some of targets requires you to carefully maneuver your helicopter in hostile fire, then hit them with a ton of missiles.

©1994 Ocean
Concept © 1992 Electronic Arts

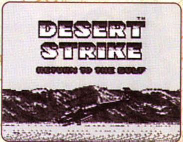
SUPER GAME BOY

Fighting a war can be long and involving. Luckily for you there is a password feature that allows you to save your progress in the game!

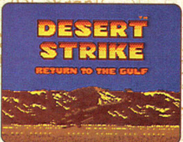


LISTEN UP PILOTS,

YOU ARE ABOUT TO BEGIN A CAMPAIGN TO SAVE THE WORLD FROM GENERAL KILBABA.



Desert Strike looks good when you play it on your Game Boy.



But it looks even better when you plug it into to your Super NES with Super Game Boy.

ROLL CALL

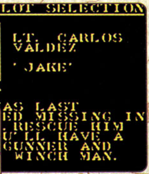
Much of your mission's success depends on your co-pilot. You can improve your chances of winning the war by choosing the co-pilot that best fits your style. All of the co-pilots have different skills and weaknesses. As luck would have it, the only co-pilot who doesn't have a weak point is missing in action. If you find him, you'll have all the help you'll ever need.

Lt. Dave Arrick is good with both weapons and winch, but he's prone to rages.

Lt. Thomas is the best man for the winch. Use him when you don't require much shooting.

Lt. Keith Michaels is the best marksman of all the co-pilots. He can hit anything!

Lt. Kris Tinmarie is strong all around. She also keeps her cool in battle.


CO-PILOT SELECTION

LT. CARLOS VALDEZ

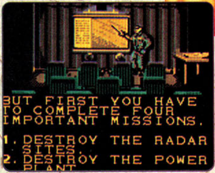
'JAKE'

M I A

AS LAST
ED MISSING IN
. RESCUE HIM
U'LL HAVE A
GUNNER AND
WINCH MAN.

Lt. Carlos Valdez is the best co-pilot, but he's missing in action. If you find him, you'll be set.

BRIEFING

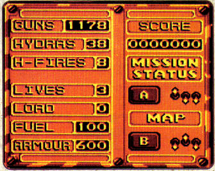

BUT FIRST YOU HAVE TO COMPLETE FOUR IMPORTANT MISSIONS.

1. DESTROY THE RADAR SITES.
2. DESTROY THE POWER PLANT

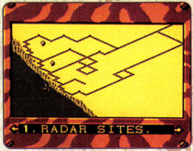
Before each scenario, your commander will hold a briefing. He will run down the mission's parameters and suggest the order in which you should destroy the targets. Some of the mission's objectives require careful planning, so listen carefully. If you've been through the briefing before and you're tired of hearing your commander yap, hit the Start Button to head straight into battle!

MISSION ONE

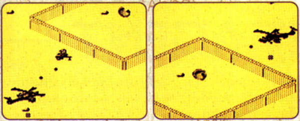
Your first mission will test your skills as a combat pilot, but at the same time, its targets are easy enough that beginning pilots will survive the battle. This is a great opportunity for you to practice.

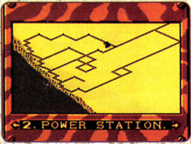

GUNS 1178
HYDRAS 38
H-FIRES 8
LIVES 3
LOAD 0
FUEL 100
ARMOUR 600
SCORE
0000000

After destroying the target, go to your status screen and check your fuel, armor and weapons levels.



Examine the map, locate your current target and move your aircraft into position.


Fly around the target area and hit all of the enemy defense units, then work on the main target with your missiles.



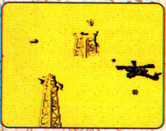
Return to the Map Screen and locate your next objective, then repeat the process.

MIAs & ARMOR

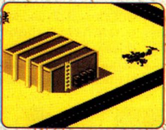
Each MIA that you locate and rescue will put 150 armor points back on your chopper. You can only carry six passengers aboard the aircraft at any time. You'll have to find a landing point and empty your craft before you can pick up more MIAs. You will receive your armor point bonus after they arrive at the landing. It is a good idea to leave a few MIAs on the ground, then pick them up when your armor runs low.

POWER STATION

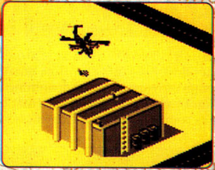
By destroying the enemy power station, you can cripple his defenses. The power plant is located in the northern area of the map, so you will need to travel deep inland to find it. Don't rescue the MIA here until after you clear out the enemies.



You can destroy the towers for extra points, but it's not necessary.

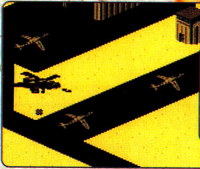


Don't pick up the MIA until you've cleared the area of hazards.

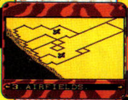


After you've cleared the area of all the dangerous enemies, fire missiles at the station.

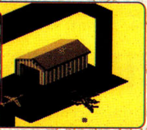
AIRFIELDS



In order to clear the airfield, you must raze everything. Try to take out the anti-aircraft batteries first.



There are two airfields in the first mission. Be sure to take both of them out!

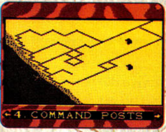


You can destroy the buildings with missiles, but your gun works just as well.

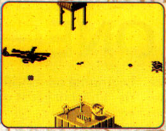
If you succeed in destroying the airfields early in the mission, you will gain air superiority for the rest of the war. In order to completely cripple the enemy's air force you'll need to hit every target at both airfields. Use your missiles to hit the defenses, then finish off the buildings and planes with your gun.

COMMAND POSTS

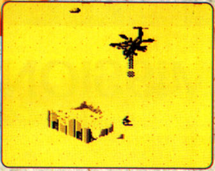
The secret agent who has been feeding crucial information back to your commander has been taken hostage. The only way to find him is to capture an enemy commander. Attack either of the command posts and grab the leader.



There are two command posts in the northeast corner of the map.



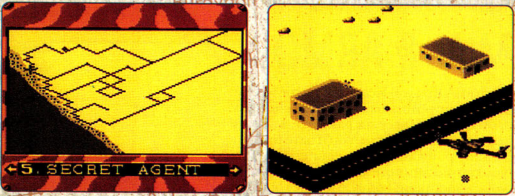
Hit the deadly Rapier missile batteries with three Hydra missiles.



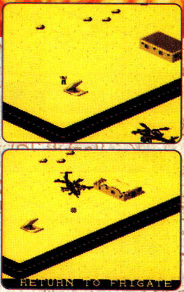
After destroying the main command post, capture the commander to learn the agent's location.

SECRET AGENT

The secret agent is being held in the northwest quadrant of the map. Locate the building he is in and destroy it! The agent is being held in a bunker beneath the building, so he will be safe until you free him.



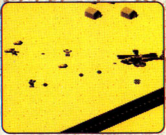
After you capture the enemy commander, the secret agent's location will appear on the map.



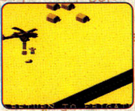
Destroy the building to reveal the bunker underneath. Mission One is complete!

A DARING RESCUE

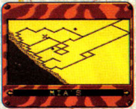
Lt. Carlos Valdez is still missing, and it's your job to find him. Grab all of the MIAs you can find and bring them back to safety. If you succeed, Lt. Valdez will join your team.



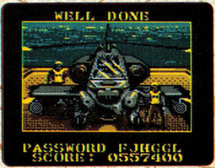
When you find an MIA, make sure you take out the enemy soldiers quickly.



Grab the MIA with the winch and get out of the area as soon as you can.



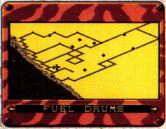
Check out your map and look for any other MIAs. Try to grab them if you can.



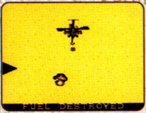
When you return to the frigate, you'll get extra points for the MIAs. You'll also have the help of Lt. Valdez if you've found him.

OTHER TARGETS

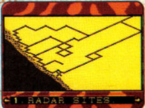
There are many other targets that you can destroy throughout this campaign, and you'll find that many of them house bonus supply units! Everything is fair game in this campaign, with the exception of MIAs and a few targets in the third mission. It is a good idea to save the supplies that you find and pick them up when you need them.



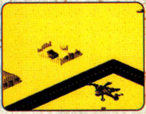
When you run low on ammunition, look for the crates of ammo that are located throughout the battle area. Fuel is also available around the map.



Be careful not to shoot the fuel drums. If you do, you'll lose the fuel forever!

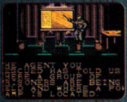


In later stages of the game some of the supplies won't appear on your map.



Shoot the building a few times and look for the prize inside

THE REST OF THE WAR



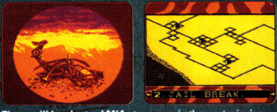
The rescued agent reveals the location of the POW camp.

This is just your first mission. You'll still need to rescue the prisoners of war and stop General Kilbaba once and for all. The enemies are much tougher in the next stages, so don't be afraid to attack aggressively with missiles. It is much easier to refill your ammunition than to rebuild your helicopter.

Things get dangerous for unwary pilots. If you don't fly carefully, you might end up an MIA yourself.

In the later stages, the enemies become tougher. Don't be afraid to use your missiles–you can always reload!

Luckily, your allies have placed landing zones conveniently throughout the area.

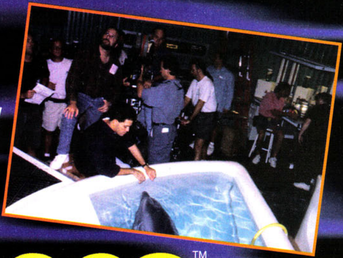


There will be plenty of MIAs to rescue in the next mission. Each of the jails holds nearly a full load of people to rescue.

PLAYER'S POLL CONTEST

PLAYER'S POLL CONTEST

GRAND PRIZE



TAKE A DIVE! WITH seaQuest™ DSV

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PLAYER'S POLL CONTEST

PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Which three games on the Games List are you most interested in playing?

D. How old are you?
1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

E. Sex
1. Male
2. Female

Which of the following systems do you own? (Circle all that apply)

F. Super NES	1. Yes	2. No
G. NES	1. Yes	2. No
H. Game Boy	1. Yes	2. No
I. Sega Genesis	1. Yes	2. No
J. Sega Game Gear	1. Yes	2. No
K. Sega 32X	1. Yes	2. No

L. Have you ever ordered something out of the Power Supplies Catalog?
1. Yes
2. No

M. Do you collect your Super Power Stamps?
1. Yes
2. No

N. What type of Power Supplies are you most interested in getting?
1. Cool clothes (T-shirts, hats, etc.) with characters like Donkey Kong on them.
2. Cool clothes with logos and slogans like Play It Loud on them.
3. Collectibles like trading cards and pogs.
4. Utility items, like game holders and carrying cases.
5. Player's Guides and other printed materials.

Trivia Question: In Super Punch-Out!!, who is the Champion of the World Circuit?

Answers to the Player's Poll - Volume 69

Name______________________________ Tel.______________________________

Address____

City____________________ State/Prov.______________ Zip/Postal______________

Member Number______________________________ Age______________

A. Indicate numbers from 1-146 (from the list on the back of the card) 1.______ 2.______ 3.______ 4.______ 5.______

B. Indicate numbers 147- 181 (from the list on the back of the card) 1.______ 2.______ 3.______ 4.______ 5.______

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D. 1 2 3 4 5 6

E. 1 2

F. 1 2

G. 1 2

H. 1 2

I. 1 2

J. 1 2

K. 1 2

L. 1 2

M. 1 2

N. 1 2 3 4 5

Trivia Answer____

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Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aero Fighter
4. Aero the Acrobat 2
5. Al Unser's Road to the Top
6. Animaniacs
7. Ardy Lightfoot
8. Ballz
9. Bassin's Black Bass with Hank Parker
10. BattleTech
11. Beavis & Butt-Head
12. Biker Mice From Mars
13. Blackthorne
14. Brainies
15. Brandish
16. Break Thru
17. Breath of Fire
18. Brett Hull Hockey '95
19. Brutal: Paws of Fury
20. Bust A Move
21. Captain Commando
22. Civilization
23. Commanche
24. C2 Judgment Clay
25. Demon's Crest
26. Disney's Aladdin
27. Disney's Jungle Book
28. Donkey Kong Country
29. Dragon View
30. Earthbound
31. Earthworm Jim
32. ESPN National Hockey Night
33. ESPN Sunday Night NFL
34. F-Zero
35. FIFA International Soccer
36. Final Fantasy II
37. Final Fantasy III
38. Fire Team Rogue
39. Frankenstein
40. The Great Circus Mystery Starring Mickey & Minnie
41. High Octane
42. Home Improvement
43. The Ignition Factor
44. Illusion of Gaia
45. Indiana Jones' Greatest Adventures
46. Jammit!
47. Juggernauts
48. Jurassic Park
49. Jurassic Park 2
50. Ken Griffey Jr. Presents MLB
51. Kid Klown in Crazy Chase
52. Kirby's Dream Course
53. Knights of Justice
54. The Legend of Zelda: A Link to thePast
55. Lemmings 2
56. The Lion King
57. Looney Tunes Basketball
58. Madden NFL 95
59. Mario Andretti Racing
60. Mario Paint
61. Mega Man X
62. Mega Man X^2
63. Metal Morph
64. Metal Warriors
65. Michael Andretti's Indy Car Challenge
66. Michael Jordan: Chaos in the Windy City
67. Mickey Mania
68. Might & Magic III: Isles of Terra
69. The Mighty Morphin Power Rangers
70. Mortal Kombat
71. NBA Jam
72. NBA Jam Tournament Edition
73. NBA Live '95
74. NCAA Basketball
75. NCAA Final Four Basketball
76. NCAA Football
77. Newman Haas Indy Car Racing Featuring Nigel Mansell
78. NFL Quarterback Club
79. NHL Hockey '94
80. NHL '95
81. NHL Stanley Cup
82. Nickelodeon Guts
83. Operation Starfish
84. Pac In Time
85. Pac-Man 2
86. The Pagemaster
87. Pieces
88. Pitfall: The Mayan Adventure
89. Power Instinct
90. Pro Ticket
91. Rise of the Phoenix
92. Rise of the Robots
93. Robotrek
94. Samurai Shodown
95. seaQuest DSV
96. Secret of Mana
97. Sengoku
98. The Shadow
99. Shaq Fu
100. SimCity
101. Snoopy In Peanuts Concert
102. Sparkster
103. Speedy Gonzalez
104. Spider-Man & Venom in Maximum Carnage
105. Star Fox
106. Star Fox 2
107. Stargate
108. Star Trek: Deep Space Nine
109. Star Trek: Star Fleet Academy
110. Sterling Sharpe: End 2 End
111. Street Hockey '95
112. Street Fighter II Turbo
113. Stunt Race FX
114. Street Racer
115. Super Adventure Island II
116. Super Bases Loaded 3: License to Steal
117. Super Bomberman 2
118. Super Bonk
119. Super Mario All-Stars
120. Super Mario Kart
121. Super Mario World
122. Super Metroid
123. Super Punch-Out!!
124. Super Return of the Jedi
125. Super Street Fighter II
126. Tarzan
127. Tecmo Super Bowl
128. Tetris & Dr. Mario
129. Tetris 2
130. Time Cop
131. Tin Star
132. Tiny Toons Wacky Sports
133. TNN Bass Tournament
134. Top Gear 2
135. Top Gear 3000
136. Ultima VII: The Black Gate
137. Uncharted Waters—New Horizonss
138. Uniracers
139. Vortex
140. Wario's Woods
141. WCW Super Brawl
142. Wild Snake
143. Wolverine
144. WWF Raw
145. X-Men: Mutant Apocalypse
146. Zero: The Kamikaze Squirrel

Game Boy

147. Alien Games
148. Bobby's World
149. Break Thru
150. Casino Funpak
151. Contra: The Alien Wars
152. Daffy Duck: The Marvin Missions
153. Desert Strike
154. Disney's Jungle Book
155. Donkey Kong
156. Donkey Kong Land
157. Dr. Mario
158. FIFA International Soccer
159. Jurassic Park
160. Kirby's Dream Land
161. Kirby's Pinball Land
162. Madden 95
163. Mega Man V
164. Metroid II: Return of Samus
165. Mortal Kombat II
166. NBA Jam
167. Samurai Shodown
168. SeaQuest DSV
169. Space Invaders
170. Star Trek: Generations
171. Super Mario Land
172. Super Mario Land 2—6 Golden Coins
173. Tetris
174. Tetris 2
175. The Mighty Morphin Power Rangers
176. The Legend of Zelda: Link's Awakening
177. Tiny Toons Wacky Sports
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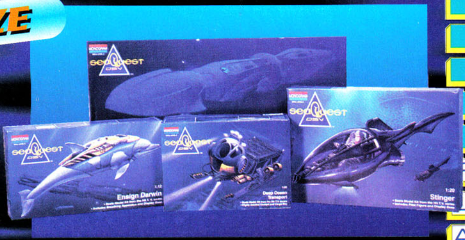

Sets include a *seaQuest DSV*, Darwin, a Stinger and a Deep Ocean Transport.

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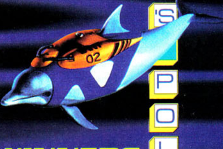

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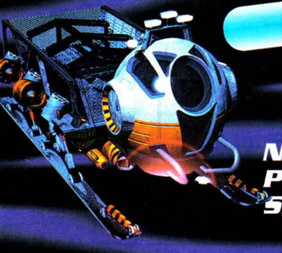
50 WINNERS



NINTENDO POWER T-SHIRTS

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 69, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

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One entry per person, please. All entries must be postmarked no later than March 1, 1995. We are not responsible for lost or misdirected mail.

On or about March 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. NOA reserves the right to substitute a cash award of $5,000 in the event that the *seaQuest DSV* production schedule does not coincide with the period of the contest fulfillment. All prizes will be awarded. To receive a list of winners, which will be available after March 31, 1995, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated total value of all prizes is $6,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.

POWER CHARTS

1

Betcha won't get
much further than this...

2

3

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	4
2	FINAL FANTASY III	3	2
3	MORTAL KOMBAT II	2	5
4	DISNEY'S ALADDIN	13	13
5	THE LEGEND OF ZELDA: A LINK TO THE PAST	5	37
6	SUPER METROID	4	10
7	EARTHWORM JIM	9	4
8	SUPER PUNCH-OUT!!	7	3
9	STARFOX II	NEW	1
10	MEGA MAN X	19	14
11	NHL HOCKEY '95	NEW	1
12	AEROBIZ SUPERSONIC	NEW	1
13	STARFOX	NOT RANKED	19
14	NBA JAM	12	12
15	THE LION KING	16	3
16	MIGHTY MORPHIN POWER RANGERS	6	4
17	NBA LIVE '95	17	3
18	MADDEN NFL '95	NEW	1
19	ILLUSION OF GAIA	11	3
20	NBA JAM TOURNAMENT EDITION	NEW	1

GAME BOY TOP 10

VOL. 69	GAME	VOL. 68	TOTAL MONTHS
1	DONKEY KONG	2	9
2	WARIO LAND: SUPER MARIO LAND 3	4	8
3	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	22
4	METROID II: RETURN OF SAMUS	6	38
5	DONKEY KONG LAND	NEW	1
6	SUPER MARIO LAND 2-6 GOLDEN COINS	7	29
7	SUPER MARIO LAND	10	38
8	KIRBY'S DREAM LAND	9	27
9	MORTAL KOMBAT II	3	3
10	TETRIS	8	29

MOST WANTED

What are the games that everyone wants to play? This month's Most Wanted comes from the pros at Nintendo, but next month we'll see what the players want to play!

1. DONKEY KONG COUNTRY
   (SUPER NES)
2. KILLER INSTINCT
   (NU 64)
3. STARFOX II
   (SUPER NES)
4. COMANCHE
   (SUPER NES)
5. DONKEY KONG LAND
   (SUPER GAME BOY)
6. DOOM
   (NU 64)
7. NBA JAM TOURNAMENT EDITION
   (SUPER NES)
8. SECRET OF EVERMORE
   (SUPER NES)
9. FX FIGHTER
   (SUPER NES)
10. KIRBY'S DREAM LAND 2
    (SUPER GAME BOY)

TOP 10 SPORTS GAMES

VOL. 69	GAME	SYSTEM	RELEASE DATE
1	SUPER PUNCH-OUT!!	SUPER NES	OCT. '94
2	NHL HOCKEY '95	SUPER NES	NOV. '94
3	NBA JAM	SUPER NES	MAR. '94
4	NBA LIVE '95	SUPER NES	OCT. '94
5	MADDEN NFL '95	SUPER NES	NOV. '94
6	NBA JAM TOURNAMENT EDITION	SUPER NES	FEB. '95
7	FIFA INTERNATIONAL SOCCER	SUPER NES	MAY '94
8	KEN GRIFFEY JR. PRESENTS MLB	SUPER NES	MAR. '94
9	TECMO SUPER BOWL II: SPECIAL EDITION	SUPER NES	JAN. '95
10	NIGEL MANSELL WORLD CHAMP. RACING	SUPER NES	AUG. '93

HALL OF FAME

Which titles deserve a little extra recognition for a game well played? We think you'll agree that this month's titles qualify as classics.

GAME NAME	MONTHS ON THE CHARTS	HONORS
MEGA MAN	36 MONTHS	The little blue warrior has starred in six different NES games over the years, not to mention his Game Boy and Super NES roles. This is the game that started the eternal war with Dr. Wily.
SUPER MARIO WORLD	21 MONTHS	When Mario made the jump to 16 bit, Yoshi came along with him. Remember how incredible this game seemed when you first played it?
STREET FIGHTER II	19 MONTHS	Capcom thrilled fighting game fans everywhere by bringing the hot arcade classic to the Super NES. It has been often imitated but never duplicated.

NOW Nintendo® PLAYING

Your Power Guide To The Latest Releases

FEBRUARY 1995

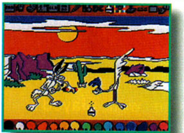
ACME ANIMATION FACTORY

Super NES

Company ....**Sunsoft**
Release Date **1/95**
Memory Size ....**8 Megabits**

Direct your own Warner Bros. Looney Tunes characters cartoon...well, sort of.

ACME Animation Factory has all the basics for a great creative tool, except the memory needed to give budding artists real variety. Ten of the most famous Looney Tunes characters are included: Taz, Daffy, Bugs, Wile E. Coyote, Tweety, Roadrunner, Pepe Lepew, Marvin the Martian and Elmer Fudd. Each character comes with one multi-frame animation sequence, and that's the problem. With only one sequence, you can create only one scene per character. The characters themselves exist as line art, ready for the animator to fill with color. The freehand drawing tools are limited, as well, allowing for the creation of backgrounds. In all fairness, you could use the freehand tools to create frames of animation, but it would be difficult. A music tool is also included. The only feature that recommends this creativity Pak over Mario Paint is the Looney Tunes characters. In all other areas, Mario Paint gives creators more tools and options.



+ Good Looney Tunes character animation, although limited.

− Controls aren't as easy or as obvious as they should be. Limited character art. Limited tools. You really need a Super NES Mouse for precision control (and if you have the Mouse, you also have Mario Paint.)

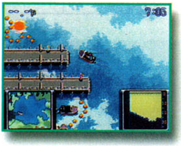
BASSIN'S BLACK BASS

Super NES

Company ....**Hot-B**
Release Date **12/94**
Memory Size ....**16 Megabits**

From amateur bass events to the championship circuit, Bassin's Black Bass angles for world class bass.

Hot-B is the acknowledged champion of video fishing games, and this latest bass Pak serves up the best angling ever. Besides sporting the most realistic graphics for a fishing game, the controls are simple to grasp while closely mimicking the real experience of fishing. To see how Bassin's stacks up to the rest of the day's catch of fishing games, turn to this month's Sports Scene.



+ Good interface. Realistic graphics and sound. Captivating. (It may sound odd, but you don't have to be a fishing fan to have a great time with this game.)

− Very slow. (You've got to be patient to play this or any fishing game.) Limited casting power and no weights to extend your cast. Few varieties of fish--and only the bass count in the tournament.

BRETT HULL HOCKEY '95

Super NES

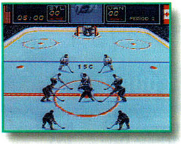
PASS WORD

(Simultaneous play)

Company ....**Accolade**
Release Date **1/95**
Memory Size ....**16 Megabits**

Brett's back and better. It's like broadcast hockey, but you're in control.

The new 3-D perspective adds greatly to the realism of this year's Brett Hull, and the voice-over announcing of Al Michaels may be the best in video sports. The flow and action of this hockey sim feel realistic, too. For all the stats, see the review in this month's Sports Scene.



+ NHLPA license and real players. Improved play control and graphics. Excellent play-by-play announcing. Coaching option allows emphasis to be switched, but there are no play strategies.

− Hard to see puck at mid and long distances. Auto goalie can be slow to react to obvious scoring threats. Team AI could be better.

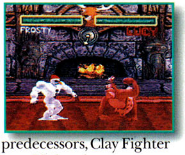
C2 JUDGMENT CLAY

Super NES

(Simultaneous Play)

Company............**Interplay**
Release Date.......**1/95**
Memory Size.......**24 Megabits**

Interplay didn't break the mold with Clay Fighter, they just twisted it.



Mean Mr. Frosty is back and bad along with a host of new characters in the third Clay Fighter game. New characters in this version include Nana the rasta banana, Octo the well-armed octopus, GooGoo the brutal baby, Hoppy the hyped up rabbit, and Kangoo the boxing kangaroo. If the play is the thing, then C2 lives up to its predecessors, Clay Fighter and Clay Fighter Tournament. If the characters are the thing, this one leaves out some of the best. C2 is covered this month in a Take 2 review.

+ Music and voices are exceptional. Greatly improved backgrounds and character graphics. Good play control. The eight player tournament is a good party option.

− Most changes seem cosmetic. The new characters, although they have new moves, don't add appreciably to the game. We definitely miss Blue Suede Goo and Helga.

DESERT STRIKE

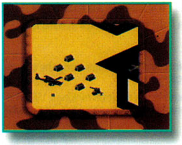
Game Boy

PASS WORD

Company............**T*HQ**
Release Date.......**2/95**
Memory Size.......**2 Megabits**

The desert is just as hot and brutal in this Super Game Boy version of the hit military-chopper action game as it was on the Super NES.

The game that brought the Gulf War home to Super NES players has now come out for Super Game Boy. Graphically, the same 3-D overhead view as in the Super NES version has been used and with remarkable success. There are fewer missions in this smaller Pak — only three — but those that have been included are nearly identical to the original missions. For the full scoop on this game, turn to this month's review.



+ Good Super Game Boy graphics.

− Hit detection is not good. Your missiles have less range than enemy missiles. Damage indication is poor. Some vital information is shown only on a subscreen, forcing you to stop and check it often.

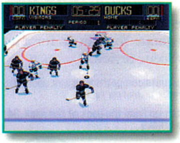
ESPN NATIONAL HOCKEY NIGHT

Super NES

Company............**Sony Imagesoft**
Release Date.......**1/95**
Memory Size.......**16 Megabits**

The NHL may not be playing hockey this year, but you can hit the ice with ESPN Hockey Night.

Sony Imagesoft's sports lineup continues with this hockey simulation featuring both battery backed-up memory and a multi-player option for those who have a multi-player adapter. You have two views and the NHL license. Take a longer look in this month's Sports Scene.



+ Nice graphics and sound. NHL license. Battery backed-up memory. Good options.

− Very difficult to tell which player you control. Not easy to pick-up and play. Poor vertical view.

FULL THROTTLE RACING

Super NES

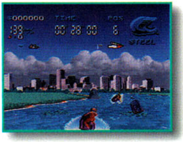
(Simultaneous play)

PASS WORD

Company............**Cybersoft**
Release Date.......**1/95**
Memory Size.......**16 Megabits**

By land or sea, Full Throttle Racing has it covered with motorcycles and jet skis.

The second title from Gametek/Cybersoft to combine motorcycle and jet ski racing improves dramatically. The perspectives in this game are from the rear and use the Nigel Mansell's World Championship Racing engine, although it isn't nearly as refined in this game and has more of an



arcade feel than that of a simulation. You can race in both sports or in just one of them, and you can compete for an entire season in locations around the U.S. Sports Scene covers the double circuit this month.

+ Lots of variety. Good speed. Nitro and Power-Ups along the course. Upgrade machine with winnings.

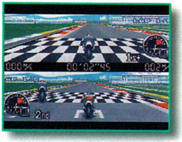
− Obstacle drivers who don't count in the position rankings. Wide hit detection results in hitting objects when you shouldn't. Not much driving strategy.

GP-1 PART II

PASS WORD
(Simultaneous Play)

Company.............Atlus
Release Date.......1/95
Memory Size.......12 Megabits

The cycle circuit has never been this fast or cruel. GP-1 Part II is the ultimate test on two wheels.



After four grueling rounds of tryouts, you'll make it onto a racing team to begin the Grand Prix circuit. That's the main change in this updated sequel to GP-1. The graphics remain good and the play control is fine-tuned--both of which were characteristics of the first game. You can go for a test ride in this month's Sports Scene review.

+ Good control and graphics. AI adjusts competition to suit your trial performance. Chance to customize bike after race.

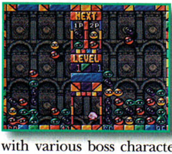
− One mistake and you'll play catch-up from the back of the pack. 34 character password. (Give us a break!)

KIRBY'S AVALANCHE

(Simultaneous Play)

Company.............Nintendo
Release Date.......2/95
Memory Size.......8 Megabits

Kirby battles his way toward the Dream Fountain in this competitive puzzle game.



Most Tetris-type puzzle games pit you against a single field in which you must manipulate various objects. In Kirby's Avalanche, you're always playing in a two-field competition with various boss characters. Although the game seems ridiculously simple at first glance, the difficulty of creating multiple avalanches of blobs is very high. The Japanese version of this game, Super Puyo Puyo, was a big hit. Puzzle fans should turn to this month's review to learn more about Kirby's latest incarnation.

+ Very challenging, but easy to learn and play. You can adjust the difficulty.

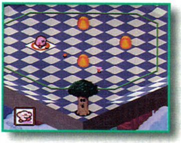
− Not much variety in type of play or graphics.

KIRBY'S DREAM COURSE

(Simultaneous Play)

Company.............Nintendo
Release Date.......2/95
Memory Size.......8 Megabits

Hit him, launch him, drop him in a hole—Kirby keeps coming back for more in this golf-like action winner.



It isn't exactly golf, pool, or pinball, but it's a little bit of all those things and more. Kirby's Dream Course requires aiming skill to launch Kirby near the hole, but there are enemies on these courses that put a new twist on the action. Check out the leader board in this month's review.

+ Unique game play. Good three-quarter perspective. Challenging.

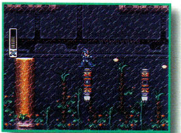
− Annoying music. Making short shots can be tough.

MEGA MAN X 2

PASS WORD

Company.............Capcom
Release Date.......1/95
Memory Size.......12 Megabits

Mega Man X is powered up with a new chip while his enemies just have a chip on their shoulders.



Capcom souped up the latest outing for Mega Man X by adding a special DSP chip in the Game Pak. The internal chip is used for super fast math calculations that were used to create special 3-D effects and extra large sprites. The enhanced graphics are fun, and so is the game, which features all-new enemies and weapons.

+ Excellent play control. Fun and challenging.

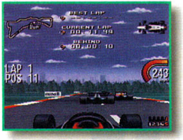
− The format is basically the same as every other Mega Man game.

NEWMAN HAAS INDY CAR RACING WITH NIGEL MANSELL

PASS WORD
(Simultaneous Play)

Company.............Acclaim
Release Date.......12/94
Memory Size.......16 Megabits

Burn rubber on the Indy Car circuit with champion driver, Nigel Mansell.



Nigel Mansell's second licensed Super NES racer adds a two-player option, lots of customizing controls, and exceptionally smooth steering. There are several play modes, including full season, racing and practice. How does this racer compare to the rest of the field? It may not be as challenging as Michael Andretti's Challenge, but the racing seems more realistic. It's definitely a top contender. Turn to this month's Sports Scene for a more in-depth look.

+ Very good play control. Good graphics and sound. Good opponent AI. You're never out of the race.

− Practice mode doesn't include multiple tracks. Although you can customize play controls, you can't modify your car.

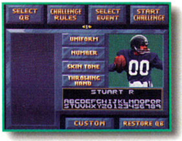
NFL QUARTERBACK CLUB

Super NES

PASS WORD
(Simultaneous Play)

Company ....Acclaim
Release Date 1/95
Memory Size ....16 Megabits

Punting, passing and kicking for video competitors.



Lead your team to victory during a full NFL season or win the honors for yourself in a special head-to-head QB skill competition. NFL QB Club gives you that and more. The game includes scenarios much like Capcom's MVP Football, plus all the traditional options for exhibition games and playoffs. This month our on-the-field reporter scouts NFL QB Club in a special Sports Scene review.

+ Excellent graphics and play control. Lots of play options.

− No four-player option.

RALLY

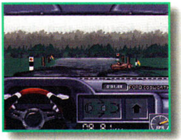
Super NES

PASS WORD

Company ....JVC
Release Date 12/94
Memory Size ....8 Megabits

Bun-bashing, back-road rally racing from JVC.

This month's Sports Scene turns the spotlight on several racing games including this one-way, dirt track racer. The only game that is anything like it is Super Off-road: The Baja, but the perspective here is from inside the car rather than behind the vehicle. With rough tracks and muddy windshields, the challenge factor is high for this game, but that's not the whole story. Check out the review for more details.



+ Practice mode. Lots of courses and conditions. A different racing experience. Challenging (although much of the challenge comes from the poor control.)

− Over-steering is required. The scrolling background muddles up the view so much that it's actually easier to focus on the road at night with mud on the windshield than under regular conditions.

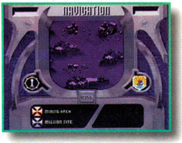
SEAQUEST DSV

Super NES

PASS WORD

Company ....T*HQ
Release Date 12/94
Memory Size.......16 Megabits

The adventure beneath the waves.



SeaQuest DSV takes a similar approach to Star Trek: Starfleet Academy in that you are a cadet using a simulator to earn your place on board the real ship. SeaQuest also makes use of many missions, but the premium in this game is to meet the goal at the same time you collect money. The interface differs from its space-faring cousin, with a variety of overhead and side-scrolling views. In each, you'll control one of the submersibles in the seaQuest fleet. You can even use Darwin for sensitive missions.

+ Good mission-based adventure. Lots of variety. Excellent graphics and sound.

− Hit detection problems, particularly in the overhead view that makes maneuvering the seaQuest difficult. Perhaps too much emphasis on using torps on baddies.

TECMO SUPER BOWL — SPECIAL EDITION

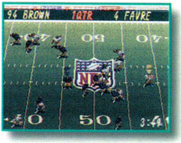
Super NES

(Simultaneous Play)

Company ....Tecmo
Release Date 1/95
Memory Size ....16 Megabits

Kick off the new year with the granddaddy of bowl games.

A few lucky Tecmo Super Bowl fans will get a treat for the new year--a limited edition TSB with some excellent improvements. With only 15,000 copies of the game in circulation, however, it will be difficult to find and chances are it won't ever be available at a discount. Some of the new features include three season schedules, player trades, quarterback audibles, twice as many plays, changeable defensive plays, improved graphics and animation, schedules that reflect past seasons' performance and all the Tecmo Super Bowl features that have made the series so successful. For those of you who want to get to the store first, the game will be released about the time that this issue arrives in late January.



+ Excellent improvements in a collector's issue.

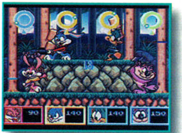
– Limited supplies.

TINY TOONS: WACKY SPORTS CHALLENGE

Company............Konami
Release Date.......1/95
Memory Size.......8 Megabits

(Simultaneous Play)

The Tiny Toon crew sets world records in weirdness.



For an athletic challenge with a difference, take a look at Tiny Toons: Whacky Sports Challenge. Buster and his cartoon friends will compete in fun events such as obstacle courses, bungee jumping, ice cream throwing and log cutting. The events also vary in their presentation. Some are side-scrolling events, but others, like the Birdman Contest, put you in a Mode 7 interface similar to Pilotwings. Once you get the hang of the controls, this is a terrific game for all levels of gamers.

+ Lots of variety. Good graphics and music. Four-player fun.

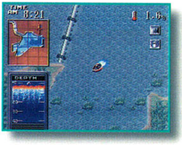
– Different Controller sequences for almost every event. (Fortunately, Konami includes a Controller schematic before each event.)

TNN BASS TOURNAMENT OF CHAMPIONS

Company............American Softworks
Release Date.......11/94
Memory Size.......12 Megabits

Big time bass fishing for profit and pleasure.

Join the series of TNN professional bass fishing tournaments and score big bucks. Your options include free fishing in six regions or entering the bass tournament of champions. In the free fishing mode, you can set the season, weather conditions and even the strength of the wind. This bass game also includes a challenge every time a fish hits your line because you have to watch the line tension and keep it from snapping, which isn't easy.



+ Good options. Easy casting. Challenging.

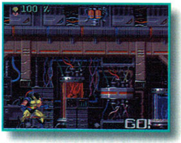
– Long download period between screens. You don't see the rod while reeling except when a fish is on the line. Doesn't feel like fishing. Confusing control once a fish is on the line.

WOLVERINE: ADAMANTIUM RAGE

Company............Acclaim
Release Date.......1/95
Memory Size......16 Megabits

Wolverine's claws of justice only scratch the surface in this action feast.

The X-Men's Wolverine may be one of the most unlikely super heroes, but there's no doubting the tortured character's popularity. In this game, Wolverine is lured to a laboratory where he hopes to find a cure for his lycanthropy. All he finds is pain. With lots of moves and daunting enemies, Wolverine is in for the fight of his life. Don't miss this month's review.



+ Good graphics. Character data library. Lots of special moves and attacks.

– Some moves can be difficult to control. Overall Play Control should be tighter, but adapting to this weakness may be worth the effort.

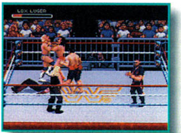
WWF RAW

Company............Acclaim
Release Date.......1/95
Memory Size.......24 Megabits

(Simultaneous Play with Multi-player adapter)

The WWF returns with beefed up memory, graphics and sound that put you in the ring.

The WWF Raw lineup includes the biggest names in professional wrestling in a sound and sight extravaganza. The action slams around the ring, onto the ropes and outside. There are 10 levels of difficulty and more match modes than previous WWF titles, including One-on-One, Tag Team, Survivor Series, Royal Rumble, Bedlam, and Raw Endurance. There's even a Rematch option. The mechanics of the game will be pretty familiar to fans of the earlier WWF games, but the sound is vastly superior. The digitized screens that set up each match have also been improved.



⊕ Current stars and great play options including a four-player option if you have a multi-player adapter plugged in.

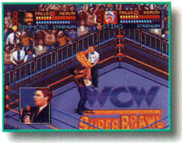
⊖ Most of the changes, other than the play options, are just cosmetic. The wrestlers look about the same in the ring as in previous WWF games.

WCW SUPER BRAWL

(Simultaneous Play)

Company..............FCI
Release Date.......12/94
Memory Size.......12 Megabits

They're big, they're bad, and they've got enough attitude to fill a stadium—they're the WCW champs!



The world of wrestling is getting crowded with both WCW and WWF titles being released. Wrestling fans will appreciate the differences between the wrestlers, but video game fans may find it less easy to distinguish the game play. For a full comparison between the games, turn to this month's Sports Scene.

⊕ WCW favorites. Good sound. Characters are larger than those in WWF.

⊖ Play control is a matter of speed and proximity, but it often feels random.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T.	EDITOR PICKS	IDSA RATING	GAME TYPE
ACME ANIMATION FACTORY	3.2	3.1	3.3	3.6		NR	CREATIVITY
BASSIN'S BLACK BASS	3.0	2.7	3.3	3.4	★,✪	NR	FISHING
BRETT HULL HOCKEY '95	3.4	2.8	3.3	2.9		NR	HOCKEY
C2 JUDGMENT CLAY	3.8	3.3	3.1	3.0	✯	NR	FIGHTING
DESERT STRIKE	3.2	2.9	3.4	3.1		K-A	SIM.ACTION
ESPN NATIONAL HOCKEY NIGHT	3.0	2.8	3.0	3.1		NR	HOCKEY
FULL THROTTLE RACING	3.1	2.9	2.8	2.9		NR	RACING
GP-1 PART 2	3.1	3.2	3.0	3.2		K-A	RACING
KIRBY'S AVALANCHE	3.3	3.7	3.4	3.3	✳	K-A	PUZZLE
KIRBY'S DREAM COURSE	3.2	3.3	3.6	3.7	★,✪,✯,✳	K-A	ACTION
MEGA MAN X 2	3.8	3.9	3.6	3.3	★,☆,✪,✯,✳	K-A	ACTION
NEWMAN HAAS INDY MANSELL	3.4	3.3	3.7	3.3	★, ☆	NR	RACING
NFL QUARTERBACK CLUB	3.6	3.3	3.5	3.5	✪	K-A	FOOTBALL
RALLY	2.9	2.8	2.5	2.9		NR	RACING
SEAQUEST DSV	3.3	2.9	3.3	3.2	✯	NR	ADVENTURE
TECMO SUPER BOWL—SPECIAL	3.3	3.3	3.6	3.3		K-A	FOOTBALL
TINY TOONS: WACKY SPORTS	3.3	2.8	2.7	3.2		NR	ACTION
TNN BASS TOURNAMENT	3.1	2.9	3.1	3.2		NR	FISHING
WOLVERINE: ADAMANTIUM	3.5	2.9	3.3	3.1		K-A	ACTION
WCW SUPER BRAWL	3.1	2.8	2.8	2.9		NR	WRESTLING
WWF RAW	3.1	2.7	2.9	2.9		K-A	WRESTLING

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**.....Sports, Simulations, Adventures
★ **Leslie**....RPGs, Puzzles, Adventures
☆ **Jeff**.......Action, Sports, Fighting
✯ **Jon**........Fighting, Simulations, RPGs
✳ **Dan**........Action, Adventures, Puzzles

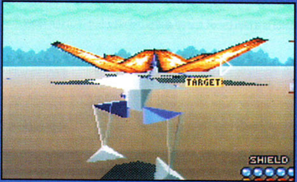
ICON KEY

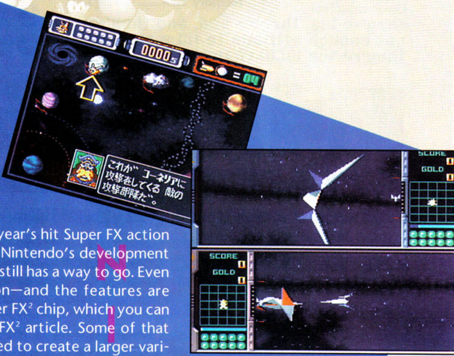
1-PLAYER MODE
2-PLAYER MODE
PASS-WORD
BATTERY BACK-UP
GAME LINK
SUPER GAME BOY
SUPER FX
SUPER NES MOUSE
MULTI-PLAYER ADAPTER
SUPER SCOPE

IDSA Ratings: These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

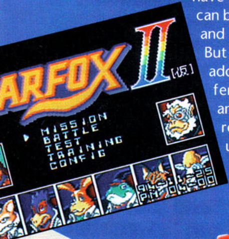
PAK WATCH

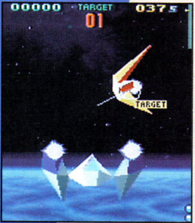
THE *INSIDE* SOURCE ON FUTURE GAMES





StarFox II, the much anticipated sequel to last year's hit Super FX action game, arrived from the crucible of creation at Nintendo's development HQ in Kyoto, Japan. The early version seen here still has a way to go. Even so, all the features are present in this version—and the features are excellent! StarFox II utilizes the beefed-up Super FX^2 chip, which you can learn more about in this issue's special Super FX^2 article. Some of that increase in RISC-processing power has been used to create a larger variety of stages and less linear play. In many areas, you'll find that you can fly in any direction with total freedom. The Arwings and new vehicles (both fliers and walkers) have better animation than they had in the first game, and more polygon objects in the game have texture-mapped surfaces. The number of polygons and sprites that can be used on a single screen has also increased, and the ability to quickly and smoothly scale the objects to larger or smaller sizes has improved. But even more than the technology, the new format of the game has added to the fun. There are two new characters, a sheep and a lynx, both female pilots. The old gang of Fox, Slippy, Falco and Peppy are also on board. In this game, Andross returns and attacks Corneria with various military units. You'll see enemy vessels moving toward one of your planets or bases prompting you to respond. But while you're clearing one area, enemies are heading toward other targets! It's a real-time battle. In real time, look for StarFox II this summer.





PAK WATCH EXCLUSIVE FIRST LOOK

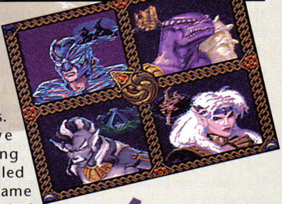
STAR FOX II

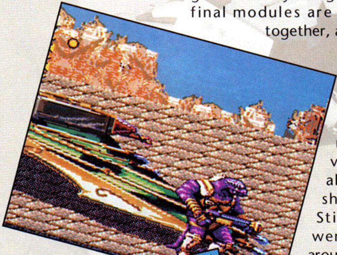
NINTENDO

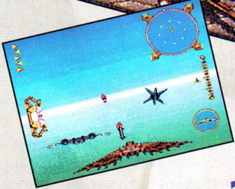
FIRETEAM ROGUE

ACCOLADE

Where were you 70 million years ago? If you were in this spiral arm of the galaxy, you would have been in the thick of a galactic struggle between a band of adventurers and the Dark Lord of Umbra. Accolade's science-fiction/fantasy adventure may have one of the most imaginative video game stories ever developed. John Skeel and his team at Accolade have incorporated classic themes from the worlds of sci-fi and fantasy, but the result is something new and captivating. The technology in the story is so advanced that it almost seems to be in the realm of magic. Pak Watch readers first heard about the game over a year ago. Now, the final modules are being put together, and we have received a playable (though not finished version) to whet our appetites. In the version we received, the flying view had been installed although the final game should be more detailed. Still, the soaring and fighting were fun. Even more fun was wandering around down on the planets with Chance (a human-type hero,) Aja Dae (an elfin-type female warrior,) Shadowblade (a cat-like ninja) and Broc (a dinosaur). The worlds have many corridors, rooms and passages and there are tons of objects and messages to find and use.



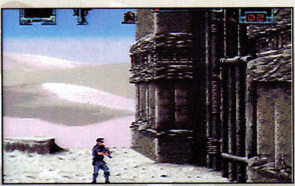


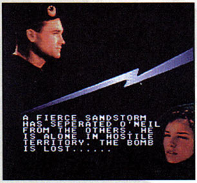


INTO THE STARGATE

ACCLAIM

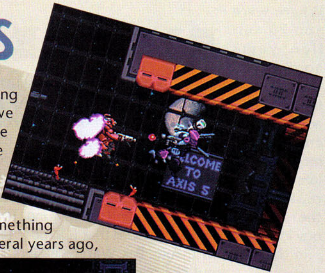
Borrowing heavily from the StarWars school of game design, Acclaim and the developers at Probe have put together an action-packed adventure based on last fall's hit sci-fi thriller. Stargate features excellent graphics and sound in settings taken from the film. The interface may also remind players of Alien^3, another collaboration between Acclaim and Probe. The combination seems to work. The action in Stargate includes standard side-scrolling shooting, but you'll also find puzzles, people to talk to, Prince of Persia type animation for climbing and 3-D elements that open up into unexpected new passages. Although the version we saw was unfinished and needed a lot of cleaning up, it was clear that this will be a winner and possibly one of the best games of the frst half of '95.



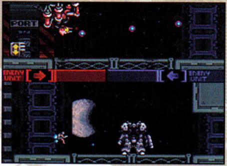


A FIERCE SANDSTORM HAS SEPERATED O'NEIL FROM THE OTHERS. HE IS ALONE IN HOSTILE TERRITORY. THE BOMB IS LOST......

METAL WARRIORS

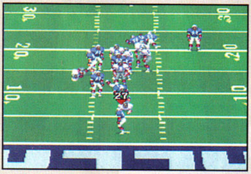


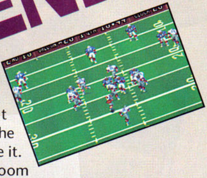
This announcement has been a long time in the making, but finally we can report that a new game designed by Lucasarts (that we first saw in development over a year ago) will be released soon. The game, Metal Warriors, will be published by Konami. It looks something like Konami's Cybernator from several years ago, but Metal Warriors—a game of robotic battles and adventure—goes much further. You play as the operator of a giant combat droid. (Lucasarts orginally dubbed the game Battle Droids.) Inside the cockpit, you'll maneuver the droid through battle areas on a given mission, but you can also jump outside. In fact, you can even climb into new droids that you find along the way. The graphics and play control are both excellent, but what makes this game particularly cool is a two-player mode that allows you and a friend to crawl into your droids and stalk each other through split-screen mazes.



KONAMI

END 2 END





Sterling Sharpe may be one of the best receivers in the NFL these days, and now he has a video game named after him to prove it. Jaleco's football sim includes a unique zoom mode that closes in on the receiver once the QB has tossed the ball. The idea is that you can control the receiver better to avoid defensive backs. That was certainly one of the most interesting features of this game, along with the full use of the Super NES Controller's buttons. Left and Right and the four X, Y, A, B Buttons are all used in calling plays, audibles and passes. It's a little confusing, to be honest, so imagine the confusion when you plug in your multi-player adapter and have five players pushing every button in sight. This could be more difficult than actually suiting up with the Packers.

JALECO

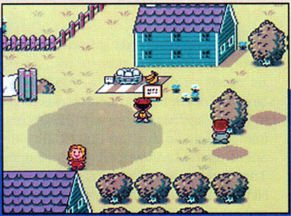
PAK WATCH EXCLUSIVE
INSIDER SPECIAL

LICENSED TO KILL

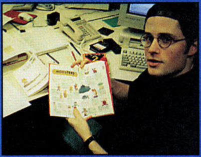
Nintendo recently announced a licensing and development deal to produce a game starring the ultimate cool spy, James Bond. The game for the SNES will be based on the upcoming Bond film, Golden Eye, starring Pierce Brosnan as the British super agent, 007. Along with this news, it was revealed that Rare Ltd., the creators of Donkey Kong Country, will develop the new game. What will the game look like? It's hard to tell yet, but Pak Watch will bring you the inside story in an upcoming issue.

PAK WATCH EXCLUSIVE

BEHIND THE SCENE



With more screen text for more situations than practically any RPG ever, Earthbound, Nintendo's upcoming RPG, will be an extremely difficult game to translate. At Nintendo of America, the job falls to Dan Owsen who receives translations in rough English then rewrites them to add an American flavor along with humor that we can all appreciate. You know Dan's work from The Legend of Zelda—A Link To The Past and The Legend of Zelda—Link's Awakening. But this project should be a little different. "Earthbound has tons of science fiction elements that I think might make it more appealing to the U.S. audience," says Dan. "And I do mean SCI FI! Some of the characters and situations in Earthbound are straight out of a B movie. It's like the National Enquirer come to life!" In many RPG translations, the text seems to be little more than a means of directing you, like a roadsign—and the Janglish (Japanese/English slang combo) can be awful. But Dan works hard to add to the character of the game and to throw in some playful elements like Crazy Tracy in Link's Awakening. "There are some things that are very funny in Japanese that just can't be translated into English," Dan explains. "So in those cases, I have to come up with something humorous on my own." Dan adds that the biggest challenge is trying to keep the original meaning and spirit of the text. "I have to communicate with the designers and ask tons of questions. Sometimes, I come across something that I think might be a joke, but it is not intended to be funny at all. Other times, there are humorous situations that totally get lost in translation." What is Dan most hyped about in this 24 megabit game? "The characters, places and encounters are totally bizarre!"

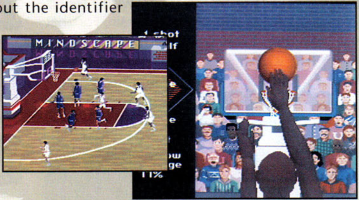


THE MOTHER OF ALL RPGs

NCAA FINAL FOUR BASKETBALL

MINDSCAPE

Rendered animation makes the players of NCAA Final Four Basketball come to life. The number of animation sequences and the smoothness of the animation frame-by-frame would be impressive enough even if it weren't also fast enough to simulate real speeds on the court. This game succeeds at that, as well. Screen shots don't do it justice. You have to see it in motion. You'll also have to have awesome concentration in order to keep track of which player you control, because unlike every other sports game in history, Mindscape left out the identifier patch, which identifies the player you control. On the other hand, it included a practice mode that gives you a chance to master all the intricate moves. Once they become second nature, the controls are less of an issue. The game was programmed by Bitmasters with SGI workstations, and the quality really shows. NCAA Final Four should be released soon. You can also look in the next Sports Scene for more details.

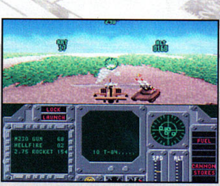


INSIDER UPDATE

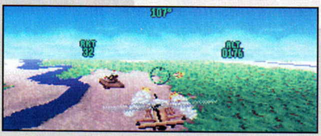
TOP GUN

Spectrum Holobyte has announced the development of an exclusive title for the Nintendo Ultra 64 based on the hit movie, *Top Gun.* Spectrum, already known for its Falcon series of flight sims in the PC and Mac game worlds, will begin work immediately on the Top Gun NU 64 title. Earlier, Spectrum had announced the development of a Top Gun game for several platforms, but the Nintendo Ultra 64 game will not be available on any other video game system.

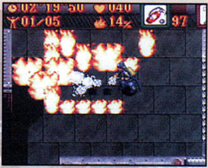
NAPALM IN THE MORNING

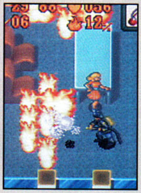


One or two players can now strap themselves into attack helicopters and go to war in the skies thanks to **Cybersoft**'s *Air Cavalry*. Your Pak Pilots piloted their Defenders and Apache choppers in three theaters of combat: the Middle East, Central America and Indonesia. Mode 7 scrolling landscapes added realism to the scene, along with the texture mapped enemy ground targets that included tanks, trucks, ships, and anti-aircraft missiles. The digitized sound includes voice and music. Fittingly, Synergistic, the developers of the game, put in Ride of the Valkyries, the Wagnerian theme made famous in the chopper beach bash scene from Apocalypse Now. There's also a two-player cooperative mode so you can frag the enemy with a friend. So, what's missing? Only 3-D terrain. For that you'll have to wait for the release of Comanche this spring.



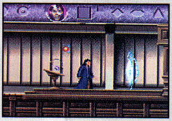
BURN BABY

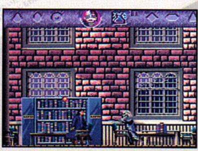




Jaleco's *Ignition Factor* asks the question, "Are you tough enough to face flaming walls, collapsing ceilings and helpless victims all with a hundred-pound tank of chemical fire retardant strapped to your back?" The surprising answer is that this "sim fire" game is actually a blast. Your Pak Watch fire team snuffed out every sort of fire, including electrical and chemical blazes, while rescuing victims who were sometimes hysterical. In the first factory, we took too much smoke and tried to rescue some mannequins. The situations are realistic and the overhead-view interface will be familiar to gamers. The combination results in fun and danger.

THE WITCHING HOUR





Action and sorcery come together in *Warlock*, from **Acclaim**. Based on the movie of the same name, this game gives you magical powers to use against the evil Warlock. Warping through time portals, you'll have to collect magical stones in different eras. Good animation and graphics impressed this Pak Watcher, but the game seemed pretty basic with its side-scrolling format. Acclaim has done a better job with this movie title than some companies have done with other titles. There's enough challenge to keep you at it for an evening or two, and if it takes longer, there's a password feature.

MORE BREAKING NEWS

Pak Watch has learned from **Konami** that the popular Japanese PC Engine game, *Dracula X*, will become a Super NES game, tentatively scheduled for release next summer or fall. The game will be the first in the Castlevania vein since Castlevania IV was introduced four years ago. With Konami's excellent development record, this could be one of the best games of the year. We hope to have a first look next month.

From **T*HQ** comes word that the *Akira* Super NES project has been delayed and modified. The delay will mean that the Akira game won't be released until either the end of the year or '96, and the modification is that it won't be for the Super NES. Instead, T*HQ hopes to make this its first Nintendo Ultra 64 title. We'll keep you posted.

More news from **GameTek** includes the acquisition of **Take 2**, a developer that could have written a column in NP. This company has some of the hottest talent currently working in the multimedia industry. Two of its heralded titles include *Hell* and *Star Crusader*. One of the projects that Take 2 will work on reportedly is the strategic stellar conquest game from Microprose, *Masters of Orion*. The Take 2 team joins GameTek's Alternative Reality Technologies (ART) development group along with another new group of developers from **Malibu Comics**. That group will set up a West Coast office where the concentration will be on sports titles.

Other titles to keep a watch for include **Acclaim**'s newest arachnid adventure, *Spider-Man: The Animated Series*. *True Lies* also just showed up at the Pak Watch desk. We'll bring you more on both games next time around. **Hudson Soft**'s *Hagane* is finally on the way, and it looks like a gamer's action feast. **Capcom** has *Captain Commando* ready to roll soon, too. This game's title may conjure up images of the excellent *Bionic Commando*, but it turns out that it's more of a side-scrolling fighter—too bad. *Jungle Strike* should be showing up any day now for both the Super NES and Super Game Boy. The European version has already come through, and it looks wild. Speaking of transplanted Europeans, **Virgin Interactive** has already produced versions of *The Lion King* and *Aladdin* for Game Boy for release across the Atlantic. Now, Virgin tells us that these same titles are scheduled for release this year in the States. It seems a little backwards, but as long as we get the goods, who are we to complain?

RELEASE FORECAST

Super NES

Addams Family Values	Spring '96
Air Cavalry	Spring '95
Ardy Lightfoot	Winter '95
Baseball Simulator 1.000 2	Winter '95
Boogerman	Spring '95
Brandish	Winter '95
Civilization	Spring '96
Comanche	Summer '95
Deep Space Nine	Spring '96
EarthBound	Winter '95
End 2 End	Spring '95
FireTeam Rogue	Spring '95
Future Zone	Summer '95
The Ignition Factor	Winter '95
The Itchy & Scratchy Show	Winter '95
Jurassic Park 2	Winter '95
Justice League	Spring '95
Knights of Justice	Spring '95
Metal Warriors	Spring '95
NCAA Final Four Basketball	Winter '95
OgreBattle	Winter '95
Power Instinct	Winter '95
Rapjam Vol. 1	Winter '95
Rise of the Phoenix	Winter '95
Rise of the Robots	Winter '95
RoboTrek	Winter '95
Spider-Man: The Animated Series	Spring '95
StarFox II	Summer '95
Star Gate	Winter '95
Warlock	Winter '95
Wolverine	Winter '95

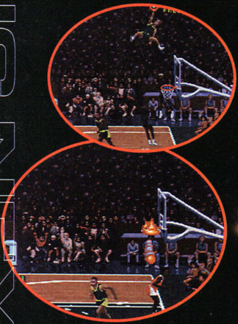
Game BOY

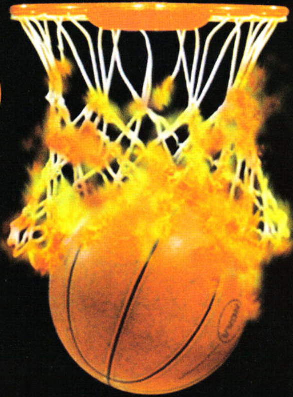
Aladdin	Summer '95
Donkey Kong Land	Spring '95
FIFA Soccer	Winter '95
Kirby 2	Summer '95
The Lion King	Summer '95
Monster Truck Rally	Winter '95
Pac Attack	Winter '95
Pac in Time	Winter '95
WWF Raw	Winter '95

COMING NEXT ISSUE

NBA JAM TOURNAMENT EDITION

NBA Jam changed the face of sports games forever, and now things are going to change again. NBA Jam Tournament Edition brings you new players and moves, as well as a pile of great codes!





DR. MARIO/TETRIS

SPEEDY GONZALEZ: LOS GATOS BANDITOS

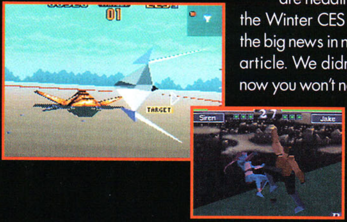
METAL WARRIOR

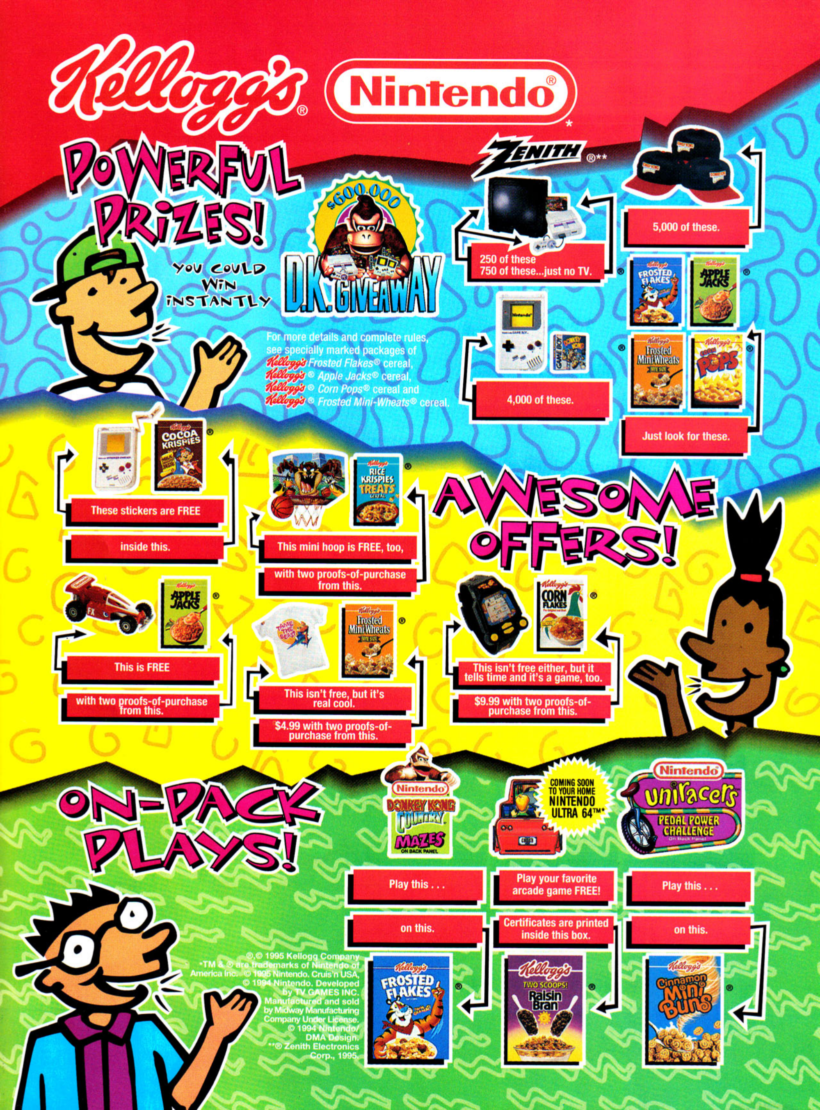
EPIC CENTER

We unveil our new section of the magazine next month. Join us in the Epic Center for the hottest news and playing tips for all of the top Role Playing Games. In its debut, the Epic Center unveils Nintendo's latest RPG, Earthbound! If you're an RPG fan, don't miss this issue.

WINTER CES REPORT

All of the important players in the video game business are heading to Las Vegas for the Winter CES show. Catch all of the big news in next month's feature article. We didn't miss the show--now you won't need to either!

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CORN FLAKES
TAME THE BEAST
Nintendo DONKEY KONG COUNTRY MAZES ON BACK PANEL
Nintendo uniracers PEDAL POWER CHALLENGE On Back Panel
TWO SCOOPS! Raisin Bran
Cinnamon Mini Buns

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DONKEY KONG COUNTRY only for nintendo METROID only for nintendo
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